



Art & DT long-term plan

Writing in blue denotes revision of key learning. The Drawing Journey: in the second half of each term, all children receive 2 x 10 minutes of sketchbook work to support skill development, using exercises from Access Art.

	Autumn		Spring		Summer	
	Art	DT	Art	DT	Art	DT
EYFS Robins	Leaves/ fireworks / poppies printing /colour mixing Georgie O’Keefe / Kadinsky	Sticking, cutting & planning	Chinese lanterns / winter trees Mothering Sunday card art	Create with purpose Evaluate	Snail trails / butterfly symmetry / webs Draw observations	Adapt & improve original ideas
Year 1 Owls	Spirals Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.	Mechanisms (school) Sliders and levers Design appealing products; use a range of tools; evaluate existing products; explore & use mechanisms	Exploring Watercolour Exploring watercolour and discovering we can use accidental marks to help us make art.	Structures (home) Freestanding Structures Generate ideas; select from components; evaluate ideas; build structures	Making Birds Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.	Food (environment) Preparing fruit and vegetables Use the basic principles of a healthy and varied diet to prepare dishes; understand where food comes from.
Year 2 Swallows	Explore & Draw Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills	Mechanisms (industry) Wheels and axles Design appealing products; use a range of tools; evaluate existing products; explore & use mechanisms	Expressive Painting Explore how painters use paint in expressive and gestural ways. Explore colour mixing and experimental mark making to create an abstract still life.	Textiles (school) Templates and Joining Techniques Generate ideas; select from materials; evaluate ideas	Stick Transformation Artists use their creative skills to re-see and re-imagine the world. Explore how you can transform a familiar object into new and fun forms.	Food (home) Preparing fruit and vegetables Use the basic principles of a healthy and varied diet to prepare dishes; understand where food comes from.
Year 3 Kingfishers	Gestural Drawing Making loose, gestural drawings with charcoal, and exploring drama and performance	Mechanical Systems (school) Levers and linkages Research & develop design criteria; use a range of equipment; analyse existing products	Cloth, Thread, Paint Explore how artists combine media to create work in response to landscape.	Electrical Systems (industry) Simple circuits and switches Model their ideas in a variety of ways; make reasoned choices about materials; evaluate ideas	Animated Drawings Explore how to create simple moving drawings by making paper “puppets” and animate them using tablets.	Food (environment) Healthy and varied diet Apply principles of a healthy, varied diet; use a range of cooking techniques; understand seasonality.
Year 4 Golden Eagles	Storytelling through Art Explore how artists create sequenced drawings to share and tell stories .	Structures (home) Shell structures Research & develop design criteria; use a range of equipment; history of DT; design complex structures	Exploring Still Life Explore artists working with the genre of still life, contemporary and more traditional.	Food (industry) Healthy and varied diet Apply principles of a healthy, varied diet; use a range of cooking techniques; understand seasonality.	Festival Feasts Drawing and Making inspired by food. How might we use food and art to bring us together?	Textiles (environment) 2-D shape to 3-D product Model their ideas in a variety of ways; make reasoned choices about materials; analyse existing products
UKS2 (2022/23) Merlins	2D to 3D Explore how 2D drawings can be transformed into 3D objects . Work towards a sculptural or a graphic design outcome.	Structures (environment) Frame Structures Research & develop design criteria; use a range of equipment; history of DT; design complex structures	Mixed Media Cityscapes Explore how artists use a variety of media to capture the spirit of a place.	Food (school) Culture and seasonality Apply principles of a healthy, varied diet; use a range of cooking techniques; understand seasonality.	Architecture Explore the responsibilities architects have to design us a better world. Make your own architectural model .	Electrical Systems (home) More complex switches and circuits Model their ideas in a variety of ways; make reasoned choices about materials; evaluate ideas
UKS2 (2023/24) Merlins	Typography & Maps Exploring how we can create typography through drawing and design , and use our skills to create highly visual maps.	Textiles (industry) Combining different fabric shapes Research & develop design criteria; use a range of equipment; history of DT; design complex structures	Exploring Identity Discover how artists use layers and juxtaposition to create artwork which explores identity . Make your own layered portrait.	Mechanical Systems (school) Pulleys or gears Model their ideas in a variety of ways; make reasoned choices about materials; analyse existing products	Shadow Puppets Explore how traditional and contemporary artists use cut-outs for artistic effect .	Food (Home) Culture and seasonality Apply principles of a healthy, varied diet; use a range of cooking techniques; understand seasonality.