

LONG TERM PLANNING

ART MEDIAS – One each term split by Key Stage.

Sculpture

Printing

Painting

Collage

Drawing

Textiles

DT AREAS – One each term per year group.

Construction – Mechanisms

Construction - Electrical Systems (KS2 only)

Construction – Structures

Food & Nutrition

		AUTUMN	SPRING	SUMMER
Year 1	ART	Drawing - Explore the use of line, shape and colour.	Sculpture – Use clay to explore shape and form.	Printing – Exploring techniques of rubbings, monoprint, block, relief and resist printing.
	DT	Mechanisms - Use simple components, such as split pins. Create a basic slider mechanism.	Food & Nutrition - Peel fruit, use a knife and chopping board safely.	Structures - Join paper and other materials using a variety of basic methods such as gluing, taping, clipping, tying.
Year 2	ART	Painting - Mix a range of secondary colours, shades and tones. Experiment with tools and techniques, inc. layering, mixing media, scraping through etc.	Textiles - Use a variety of techniques, inc. French or finger knitting, tie-dyeing, fabric crayons, wax or oil resist and sewing	Collage - Create textured collages from a variety of media inc. photocopied material, fabric, plastic, tissue, magazines, crepe paper, etc.
	DT	Mechanisms - Use simple components, such as split pins. Create a basic lever mechanism.	Food & Nutrition - Use a knife and chopping board to neatly chop ingredients. Use a spoon to add condiments.	Structures - Mark materials before cutting and sometimes measure. Begin to choose the most effective joining methods for the task/materials.
Year 3	ART	Drawing – Use different media and grades of pencil to achieve variations in line, texture, tone, colour, shape and pattern.	Sculpture - Experiment with, construct and join recycled, natural and man-made materials including papier mache.	Printing - Use a variety of techniques, inc. carbon printing, fabric printing and resist printing including marbling and coldwater paste.
	DT	Mechanisms - Create a working mechanism using levers and linkages and incorporate it into their product.	Food & Nutrition - Use appropriate tools to peel, chop, slice, grate and mix ingredients. <u>Make a simple sauce.</u> Cook the product in the oven, ensuring it is fully cooked.	Structures - Measure and mark materials before cutting. Join a range of materials using a variety of methods, usually choosing the method most suited to the task. Pay attention to the finishing of their product.

LONG TERM PLANNING

ART MEDIAS – One each term split by Key Stage.

Sculpture

Printing

Painting

Collage

Drawing

Textiles

DT AREAS – One each term per year group.

Construction – Mechanisms

Construction - Electrical Systems (KS2 only)

Construction – Structures

Food & Nutrition

Year 4	ART	Painting - Experiment with different effects and textures inc. blocking in colour, washes, thickened paint etc. Use more specific colour language e.g. tint, tone, shade, hue. Choose paints and implements appropriately.	Textiles - Use a variety of techniques, inc. printing, dying, quilting, weaving, embroidery, paper and plastic trappings and appliqué. Develop skills in stitching.	Collage - Experiment with a range of media e.g. overlapping, layering etc. Make a simple mosaic.
	DT	Electrical systems & Structures - Create a basic electrical circuit with a switch and incorporate it into their product.	Food & Nutrition - Use appropriate tools to peel, chop, slice, grate and mix ingredients. <u>Knead and roll out dough</u> . Cook the product in the oven, ensuring it is fully cooked.	Mechanisms – Create a working mechanism using wheels and axels and incorporate it into their product.
Year 5	ART	Drawing - explore the potential properties and relationship of the visual elements: line, tone, pattern, texture, colour and shape.	Sculpture - Plan a sculpture through drawing and other preparatory work, making informed choices about the 3D technique chosen inc. wire work.	Printing - Choose the printing method appropriate to task to build up layers and colours/textures.
	DT	Mechanisms – Create a working mechanism using levers and cams and incorporate it into their product.	Food & Nutrition - Use appropriate tools to peel, chop, slice, grate and mix ingredients. <u>Cook food on a stove top</u> , ensuring it is fully cooked.	Structures - Measure and mark materials with increased accuracy, before cutting. Score and fold paper/card accurately.
Year 6	ART	Painting - Secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours. Create shades and tints using black and white. Awareness of how paintings are created (composition).	Textiles – Experiment with batik. Join fabrics in different ways, including stitching and using different grades and uses of threads and needles.	Collage - Use different techniques, colours and textures etc when designing and making pieces of collage.
	DT	Electrical systems & Structures - Create a complex electrical circuit with a switch and other components and incorporate it into their product. Programme a computer to control their product.	Food & Nutrition - Use appropriate tools to peel, chop, slice, grate and mix ingredients. Cook food in the oven and/or on a stove top, ensuring it is fully cooked.	Mechanisms - Create a working mechanism with pulleys and gears and incorporate it into their product.