



St. Joseph's R.C. Primary School Art and DT Long Term Curriculum Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Stand Alone Lessons
Reception	D&T	ART	D&T	ART	D&T	ART	D&T Unit: Seasonal projects As and when relevant throughout the year
	Structures: Junk modelling	Drawing: Marvellous marks	Textiles: Bookmarks	Painting and mixed media: Paint my world	Structures: Boats	Sculpture and 3D: Creation station	
	Lesson 1: Exploring junk modelling <i>WALT: Explore and investigate the tools and materials in the junk modelling area.</i>	Lesson 1: Mark making with wax crayons <i>WALT: Investigate the marks and patterns made by different textures.</i>	Lesson 1: Exploring threading and weaving <i>WALT: Develop threading and weaving skills</i>	Lesson 1: Finger painting <i>WALT: explore paint through finger painting, describe the texture and colours as they paint..</i>	Lesson 1: Waterproof materials <i>WALT: Understand what waterproof means and to test whether materials are waterproof.</i>	Lesson 1: Clay <i>WALT: Explore clay and its properties.</i>	ART Unit: Seasonal Crafts As and when relevant throughout the year.
	Lesson 2: Cutting and Scissor Skills <i>WALT: Develop scissor skills and investigate cutting different materials.</i>	Lesson 2: Mark making with felt tips <i>WALT: Explore mark making with felt tips.</i>	Lesson 2: Paper weaving <i>WALT: Practise and apply weaving skills to a specific material e.g. paper.</i>	Lesson 2: Outdoor painting <i>WALT: Create natural paintbrushes using found objects.</i>	Lesson 2: Floating and sinking <i>WALT: Test and make predictions for which materials float or sink.</i>	Lesson 2: Playdough <i>WALT: Explore playdough and its properties.</i>	
	Lesson 3: Choosing Resources <i>WALT: To learn how to plan and select the correct resources needed to make a model.</i>	Lesson 3: Mark making with chalk <i>WALT: Explore mark making with chalk.</i>	Lesson 3: Sewing with hessian <i>WALT: Practise and apply threading skills with specific materials e.g. hessian and wool.</i>	Lesson 3: Painting to music <i>WALT: Respond to music through the medium of paint.</i>	Lesson 3: Boats <i>WALT: Compare the uses of boats.</i>	Lesson 3: 3D landscape art <i>WALT: Create natural 3D landscape pictures using found objects.</i>	
	Lesson 4: Making Models <i>WALT: Verbally plan and create a junk model.</i>	Lesson 4: Observational pencil drawings <i>WALT: Explore mark making using pencils.</i>	Lesson 4: Designing bookmarks <i>WALT: Use threading or sewing to design a product (bookmark).</i>	Lesson 4: Collage and transient art <i>WALT: Make child-led collages using mixed media.</i>	Lesson 4: Investigating boats <i>WALT: Investigate how the shape and structure of boats affects the way they move.</i>	Lesson 4: Designing animal sculptures <i>WALT: Generate inspiration and conversation about sculpture art and artists.</i>	
	Lesson 5: Evaluation & Presentation <i>WALT: Share a finished model and talk about the processes in its creation.</i>	Lesson 5: Drawing faces <i>WALT: Create a simple observational drawing.</i>	Lesson 5: Creating bookmarks <i>WALT: Create a textiles product (bookmark) following their own design.</i>	Lesson 5: Landscape collage <i>WALT: Create landscape collages inspired by the work of Megan Coyle.</i>	Lesson 5: Designing boats <i>WALT: Design a boat.</i>	Lesson 5: Creating animal sculptures <i>WALT: Begin making a 3D clay sculpture using the designs created last lesson.</i>	
Lesson 6: Temporary Joins <i>WALT: Explore different ways to temporarily join materials together.</i>	Lesson 6: Drawing faces in colour <i>WALT: Use a variety of colours and materials to create a self-portrait.</i>	Lesson 6: Evaluating bookmarks <i>WALT: Reflect with children on how they have achieved their aims.</i>	Lesson 6: Group art <i>WALT: Create a large piece of group artwork based around fireworks.</i>	Lesson 6: Creating and testing boats <i>WALT: Create a boat based upon their own design.</i>	Lesson 6: Painting animal sculptures <i>WALT: Make a 3D clay sculpture using the designs created last lesson.</i>		

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Year 1	D&T Structures: Constructing a windmill	ART Drawing: Make your mark	D&T Textiles: Puppets	ART Sculpture and 3D: Paper play	D&T Cooking and nutrition: Fruit and vegetables	ART Painting and mixed media: Colour splash	D&T Unit: Mechanisms: Making a moving story book
	Lesson 1: Designing the structure <i>WALT: Include individual preferences and requirements in my design.</i>	Lesson 1: Exploring line <i>WALT: Know how to create different types of lines.</i>	Lesson 1: Joining Fabrics <i>WALT: Join fabrics together using different methods</i>	Lesson 1: Tube towers <i>WALT: Roll paper to make 3D structures.</i>	Lesson 1: Fruit or vegetable? <i>WALT: Identify if a food is a fruit or a vegetable</i>	Lesson 1: Making colours <i>WALT: Investigate how to mix secondary colours.</i>	
	Lesson 2: Assembling the structure <i>WALT: Make a stable structure.</i>	Lesson 2: Making Waves <i>WALT: Explore line and mark-making to draw water.</i>	Lesson 2: Designing my puppet <i>WALT: Use a template to create my design</i>	Lesson 2: 3D drawings <i>WALT: Shape paper to make a 3D drawing.</i>	Lesson 2: Where fruit and vegetables grow <i>WALT: Identify where plants grow and which parts we eat</i>	Lesson 2: Painting with colour <i>WALT: Apply knowledge of colour mixing when painting.</i>	ART Unit: Craft: Woven wonders
	Lesson 3: Assembling the windmill <i>WALT: Assemble the components of my structure.</i>	Lesson 3: Experimenting with media <i>WALT: Draw with different media.</i>	Lesson 3: Making and joining my puppet <i>WALT: Join two fabrics together accurately</i>	Lesson 3: Tree of life <i>WALT: Apply paper-shaping skills to make an imaginative sculpture.</i>	Lesson 3: Smoothie ingredients tasting <i>WALT: Taste and compare fruit and vegetables</i>	Lesson 3: Printing with paint <i>WALT: Explore colour when printing.</i>	
	Lesson 4: Testing and evaluating <i>WALT: Evaluate my project and adapt my design.</i>	Lesson 4: Mark making <i>WALT: Develop an understanding of mark making.</i>	Lesson 4: Decorating my puppet <i>WALT: Embellish my design using joining methods</i>	Lesson 4: Giant spider model part 1 <i>WALT: Work collaboratively to plan and create a sculpture.</i>	Lesson 4: Making smoothies <i>WALT: Make a fruit and vegetable smoothie</i>	Lesson 4: Exploring colour mixing <i>WALT: Experiment with paint mixing to make a range of secondary colours.</i>	
		Lesson 5: Drawing from observation <i>WALT: Apply an understanding of drawing materials and mark-making to draw from observation.</i>		Lesson 5: Giant spider model part 2 <i>WALT: Apply painting skills when working in 3D.</i>		Lesson 5: Clarice Cliff plates <i>WALT: Apply their painting skills when working in the style of an artist.</i>	

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Year 2	ART	D&T	ART	D&T	ART	D&T	
	Craft and design: Map it out	Structures: Baby bear's chair	Painting and mixed media: Life in colour	Mechanisms: Fairground wheel	Sculpture and 3D: Clay houses	Mechanisms: Making a moving monster	
	Lesson 1: Creative Journey <i>WALT: Investigate maps as a stimulus for drawing.</i>	Lesson 1: Exploring stability <i>WALT: Explore the concept and features of structures and the stability of different shapes</i>	Lesson 1: Colour magic <i>WALT: Develop knowledge of colour mixing.</i>	Lesson 1: Design a Ferris wheel <i>WALT: Explore wheel mechanisms and design a Ferris wheel.</i>	Lesson 1: Exploring clay <i>WALT: Use my hands as a tool to shape clay.</i>	Lesson 1: Pivots, levers and linkages <i>WALT: Look at objects and understand how they move</i>	D&T <i>Unit: Food:</i> A balanced diet
	Lesson 2: Making Felt <i>WALT: Learn and apply the steps of the felt-making process.</i>	Lesson 2: Strengthening materials <i>WALT: Understand that the shape of the structure affects its strength</i>	Lesson 2: Texture hunt <i>WALT: Know how texture can be created with paint.</i>	Lesson 2: Planning the build <i>WALT: Select appropriate materials.</i>	Lesson 2: Pinch pots <i>WALT: Shape a pinch pot and join clay shapes as decoration.</i>	Lesson 2: Making linkages <i>WALT: Look at objects and understand how they move</i>	
	Lesson 3: Abstract maps <i>WALT: Experiment with a craft technique to develop an idea.</i>	Lesson 3: Making Baby Bear's chair <i>WALT: Make a structure according to design criteria</i>	Lesson 3: Making textures <i>WALT: Use paint to explore texture and pattern.</i>	Lesson 3: Building the frame and wheels <i>WALT: Build and test a moving wheel.</i>	Lesson 3: Applying skills in clay <i>WALT: Use impressing and joining techniques to decorate a clay tile.</i>	Lesson 3: Designing my monster <i>WALT: Explore different design options</i>	ART <i>Unit: Drawing: Tell a story</i>
	Lesson 4: Print possibilities <i>WALT: Develop ideas and apply craft skills when printmaking.</i>	Lesson 4: Fixing and testing Baby Bear's chair <i>WALT: Produce a finished structure and evaluate its strength, stiffness and stability</i>	Lesson 4: Collage creation <i>WALT: Compose a collage, choosing and arranging materials for effect.</i>	Lesson 4: Adding pods and decoration <i>WALT: Make and evaluate a structure with a rotating wheel.</i>	Lesson 4: Designing a tile <i>WALT: Use drawing to plan the features of a 3D model.</i>	Lesson 4: Making my monster <i>WALT: Make a moving monster</i>	
Lesson 5: Gallery experience <i>WALT: Present artwork and evaluate it against a design brief.</i>		Lesson 5: Developing detail <i>WALT: Evaluate and improve artwork.</i>		Lesson 5: House tiles <i>WALT: Make a 3D clay tile from a drawn design.</i>			

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Year 3	D&T	ART	D&T	ART	D&T	ART	D&T Unit: Textiles: Cross-stitch and appliqué Unit: Mechanical systems: Pneumatic toys
	Cooking and nutrition: Eating seasonally	Drawing: Growing artists	Digital world: Electronic charm	Craft and design: Ancient Egyptian scrolls	Structures: Constructing a castle	Sculpture and 3D: Abstract shape and space	
	Lesson 1: Where in the world? WALT: Know that climate affects food growth	Lesson 1: See like an artist WALT: Recognise how artists use shape in drawing.	Lesson 1: Smart wearables WALT: Understand the impact of the digital revolution in the world of (D&T) product design	Lesson 1: Exploring Ancient Egyptian art WALT: Investigate the style, pattern and characteristics of Ancient Egyptian art.	Lesson 1: Features of a castle WALT: Recognise how multiple shapes (2D and 3D) are combined to form a strong and stable structure	Lesson 1: Structural shapes WALT: Join 2D shapes to make 3D structures.	
	Lesson 2: British seasonal foods WALT: Understand the advantages of eating seasonal foods grown in the UK	Lesson 2: Shading WALT: Understand how to create tone in drawing by shading.	Lesson 2: Programming an eCharm WALT: Write a program to initiate a flashing LED panel after button press and/or automatically initiate using the Micro:bit light sensing, as part of an eCharm	Lesson 2: Designing scrolls WALT: Apply design skills inspired by the style of an ancient civilisation.	Lesson 2: Designing a castle WALT: Design a castle	Lesson 2: Constructing in 3D WALT: Join materials in different ways when working in 3D.	
	Lesson 3: Rainbow food WALT: Create a recipe that is healthy and nutritious using seasonal vegetables	Lesson 3: Texture pictures WALT: Understand how texture can be created and used to make art.	Lesson 3: eCharm pouches WALT: Create and decorate a foam pouch for the eCharm, using a template	Lesson 3: Making paper WALT: Apply understanding of ancient techniques to construct a new material.	Lesson 3: Nets and structures WALT: Construct 3D nets	Lesson 3: Seeing space WALT: Develop ideas for 3D artwork.	
	Lesson 4: Making tarts WALT: Safely follow a recipe when cooking	Lesson 4: Botanical drawing WALT: Apply observational drawing skills to create detailed studies. Lesson 5: Abstract flowers WALT: Apply an understanding of composition to create abstract drawings.	Lesson 4: Point of sale displays WALT: Design a display badge and/or stand using CAD (computer-aided design) software for an eCharm product	Lesson 4: Scroll making WALT: Apply drawing and painting skills in the style of an ancient civilisation. Lesson 5: Making zines WALT: Apply an understanding of Egyptian art to develop a contemporary response.	Lesson 4: Building a castle WALT: Construct and evaluate my final product	Lesson 4: Abstract sculpture WALT: Apply knowledge of sculpture when working in 3D. Lesson 5: Surface decoration WALT: Evaluate and improve an artwork.	
							ART Unit: Painting and mixed media: Prehistoric painting

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Year 4	ART	D&T	ART	D&T	ART	D&T	D&T Unit: Food: Adapting a recipe Unit: Textiles: Fastenings
	Drawing: Power prints	Structure: Pavilions	Painting and mixed media: Light and dark	Mechanical systems: Making a slingshot car	Craft and design: Fabric of nature	Electrical systems: Torches	
	Lesson 1: 3D pencil drawings <i>WALT: Draw using tone to create a 3D effect.</i>	Lesson 1: Exploring frame structures <i>WALT: Create a range of different shaped frame structures</i>	Lesson 1: Tints and shades <i>WALT: Investigate different ways of applying paint. To mix tints and shades of a colour.</i>	Lesson 1: Chassis and launch mechanism <i>WALT: Build a car chassis.</i>	Lesson 1: Inspired by the rainforest <i>WALT: Understand starting points in a design process.</i>	Lesson 1: Electrical products <i>WALT: Learn about electrical items and how they work.</i>	
	Lesson 2: Sense of proportion <i>WALT: Explore proportion and tone when drawing.</i>	Lesson 2: Designing a pavilion <i>WALT: Design a structure.</i>	Lesson 2: Three dimensions <i>WALT: Use tints and shades to give a three-dimensional effect when painting.</i>	Lesson 2: Designing the car body <i>WALT: Design a shape that reduces air resistance.</i>	Lesson 2: One picture, four views <i>WALT: Explore magnification and mark making to develop new imagery.</i>	Lesson 2: Evaluating torches <i>WALT: Analyse and evaluate electrical products.</i>	ART Unit: Sculpture & 3D: Mega materials
	Lesson 3: Drawing with scissors <i>WALT: Plan a composition for a mixed-media drawing.</i>	Lesson 3: Pavilion frame structure <i>WALT: Build a frame structure</i>	Lesson 3: Painting techniques <i>WALT: Explore how paint can create very different effects.</i>	Lesson 3: Making the car body <i>WALT: Make a model based on a chosen design.</i>	Lesson 3: Creating patterns <i>WALT: Explore using a textile technique to develop patterns.</i>	Lesson 3: Torch design <i>WALT: Design a product to fit a set of specific user needs.</i>	
	Lesson 4: Wax resist <i>WALT: Use shading techniques to create pattern and contrast.</i>	Lesson 4: Pavilion cladding <i>WALT: Add cladding to a frame structure.</i>	Lesson 4: Composition <i>WALT: Consider proportion and composition when planning a still-life painting.</i>	Lesson 4: Assembly and testing <i>WALT: Assemble and test my completed product.</i>	Lesson 4: Repeating patterns <i>WALT: Learn how to create a repeating pattern.</i>	Lesson 4: Torch assembly <i>WALT: Make and evaluate a torch.</i>	
Lesson 5: Power prints <i>WALT: Work collaboratively to develop drawings into prints.</i>	Lesson 5: Still life <i>WALT: Apply knowledge of colour mixing and painting techniques to create a finished piece.</i>		Lesson 5: Fabric design <i>WALT: Understand how art is made for different purposes.</i>				



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Year 5	D&T	ART	D&T	ART	D&T	ART	D&T
	Electrical systems: Doodlers	Sculpture and 3D: Interactive installation	Mechanical systems: Making a pop-up book	Drawing: I need space	Cooking and nutrition: What could be healthier?	Painting and mixed media: Portraits	
	Lesson 1: Electrical systems and motors <i>WALT: Understand how motors are used in electrical products.</i>	Lesson 1: What is installation art? <i>WALT: Identify and compare features of art installations.</i>	Lesson 1: Pop-up book page design <i>WALT: Design a pop-up book</i>	Lesson 1: Space imagery <i>WALT: Explore the purpose and effect of imagery.</i>	Lesson 1: From farm to fork <i>WALT: Understand where food comes from</i>	Lesson 1: Poem portrait <i>WALT: Explore how a drawing can be developed.</i>	
	Lesson 2: Meet the doodlers <i>WALT: Investigate an existing product to determine the factors that affect the product's form and function.</i>	Lesson 2: Space and scale <i>WALT: Investigate the effect of space and scale when creating 3D art.</i>	Lesson 2: Making my pop-up book <i>WALT: Follow my design brief to make my pop up book</i>	Lesson 2: Drawing decisions <i>WALT: Understand and explore decision making in creative processes.</i>	Lesson 2: What does healthy look like? <i>WALT: Understand the term 'healthy'</i>	Lesson 2: Developing drawings <i>WALT: Combine materials for effect.</i>	
	Lesson 3: Doodler design and construction <i>WALT: Put findings from research into practice to develop an improved product.</i>	Lesson 3: Every day amazing <i>WALT: Problem-solve when constructing 3D artworks.</i>	Lesson 3: Using layers and spacers <i>WALT: Use layers and spacers to cover the working of mechanisms</i>	Lesson 3: Teis Albers <i>WALT: Develop drawn ideas through printmaking.</i>	Lesson 3: Adapting and improving a recipe <i>WALT: Adapt a traditional recipe</i>	Lesson 3: Self-portraits <i>WALT: Identify the features of self-portraits.</i>	
	Lesson 4: Doodler DIY kits <i>WALT: Develop a DIY kit for another individual to assemble their product.</i>	Lesson 4: Creative concepts <i>WALT: Plan an installation that communicates an idea.</i>	Lesson 4: Writing and illustrating <i>WALT: Create a high-quality product suitable for a target user</i>	Lesson 4: A vision of the future <i>WALT: Test and develop ideas using sketchbooks.</i>	Lesson 4: Mamma Mia! What a tasty, healthy Bolognese! <i>WALT: Complete a food product</i>	Lesson 4: Changing faces <i>WALT: Develop ideas towards an outcome by experimenting with materials and techniques.</i>	
	Lesson 5: Viewer experience <i>WALT: Apply their knowledge of installation art and develop ideas into a finished piece.</i>		Lesson 5: Revisiting ideas <i>WALT: Apply understanding of drawing processes to revisit and improve ideas.</i>		Lesson 5: Mixed-media portraits <i>WALT: Apply knowledge and skills to create a mixed-media self-portrait.</i>	ART Craft and design: Architecture	



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Year 6	ART	D&T	ART	D&T	ART	D&T	
	Craft and design: Photo opportunity	Textiles: Waistcoats	Drawing: Make my voice heard	Structure: Playgrounds	Sculpture and 3D: Making memories	Digital world: Navigating the world	
	Lesson 1: Photomontage <i>WALT: Apply an understanding of composition to create an effective photomontage advertising poster.</i>	Lesson 1: Waistcoat design <i>WALT: Design a waistcoat</i>	Lesson 1: Experimental mark making <i>WALT: Explore expressive drawing techniques.</i>	Lesson 1: Design a new playground <i>WALT: Design a playground with a variety of structures</i>	Lesson 1: Exploring self <i>WALT: Analyse how art can explore the concept of self.</i>	Lesson 1: Navigating the world <i>WALT: Write a design brief and criteria based on a client request.</i>	<u>D&T</u>
	Lesson 2: Macro photography <i>WALT: Apply understanding of abstract art through photography.</i>	Lesson 2: Preparing fabric <i>WALT: Mark and cut fabric according to a design.</i>	Lesson 2: Symbolic imagery <i>WALT: Consider how symbolism in art can convey meaning.</i>	Lesson 2: Building structures <i>WALT: Build a range of structures</i>	Lesson 2: Relief sculptures <i>WALT: Explore sculptural techniques.</i>	Lesson 2: Programming a navigation tool <i>WALT: Write a program to include multiple functions as part of a navigation device.</i>	
	Lesson 3: Digital art <i>WALT: Demonstrate an understanding of design choices made for effect using digital photography techniques.</i>	Lesson 3: Assembling my waistcoat <i>WALT: Assemble a waistcoat</i>	Lesson 3: Chiaroscuro <i>WALT: Apply understanding of the drawing technique chiaroscuro.</i>	Lesson 3: Perfecting structures <i>WALT: Improve and add detail to structures</i>	Lesson 3: Memory Museum <i>WALT: Use creative experience to develop ideas and plan a sculpture.</i>	Lesson 3: Product concept <i>WALT: Develop a sustainable product concept.</i>	<u>ART</u> <i>Unit:</i> <i>Painting and mixed media:</i> <i>Artist study</i>
	Lesson 4: Recreating paintings <i>WALT: Apply an understanding of photography to design and recreate a famous painting.</i>	Lesson 4: Decorating my waistcoat <i>WALT: Decorate your waistcoat.</i>	Lesson 4: Street art <i>WALT: Evaluate the context and intention of street art.</i>	Lesson 4: Playground landscapes <i>WALT: Create the surrounding landscape</i>	Lesson 4: Memory sculpture <i>WALT: Apply an understanding of materials and techniques to work in 3D.</i>	Lesson 4: 3D CAD models <i>WALT: Develop 3D CAD skills to produce a virtual model.</i>	
Lesson 5: Photorealistic self-portraits <i>WALT: Demonstrate observation and proportion to create art in a photorealistic style.</i>	Lesson 5: Powerful imagery <i>WALT: Apply an understanding of impact and effect to create a powerful image.</i>		Lesson 5: Complete and reflect <i>WALT: Problem solve, evaluate and refine artwork to achieve a chosen outcome.</i>				Lesson 5: Product pitch <i>WALT: Present a pitch to 'sell' the product to a specified client.</i>