

THE CURRICULUM IN YEAR 1/2

Art (Artist) and Design Technology (Engineer)

YEAR 1 OF THE TWO YEAR CYCLE	
How can we help?	<p>Art & Design</p> <ul style="list-style-type: none"> - use a range of materials creatively to design and make products
What could my classroom be made out of?	<p>D&T: Make</p> <ul style="list-style-type: none"> - select from and use a range of tools and equipment to perform practical tasks [for example cutting, shaping, joining and finishing] - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to characteristics <p>Art & Design</p> <ul style="list-style-type: none"> - use a range of materials creatively to design and make products; - learn about the work of a range of artists, craft makers and designers, describing the differences between different practices and disciplines, and making links to their own work.
How are schools the same?	<p>Art & Design</p> <ul style="list-style-type: none"> - develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space.
How do we live a healthy life?	<p>D&T: Cookery</p> <ul style="list-style-type: none"> - use the basic principles of a healthy and varied diet to prepare dishes; - understand where food comes from. <p>Art & Design</p> <ul style="list-style-type: none"> - develop a wide range of art and design techniques using colour, pattern, texture, line, shape form and space; - learn about the work of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
What is home?	<p>Art & Design</p> <ul style="list-style-type: none"> - use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
What did Brunel do for Great Britain?	<p>D&T: Design</p> <ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users [please see NC for statement in full] - generate, develop, model & communicate their ideas through talking, drawing [as above]. <p>D&T: Make</p> <ul style="list-style-type: none"> - select from & use a range of tools & equipment [please see NC for statement in full]; - select from and use a wide range of materials and components [as above]. <p>D&T: Evaluate</p> <ul style="list-style-type: none"> - explore & evaluate a range of existing products; - evaluate their ideas & products against design criteria. <p>D&T: Technical knowledge</p> <ul style="list-style-type: none"> - build structures, exploring how they can be made stronger, stiffer and more stable; - explore and use mechanisms [please see NC for statement in full].

How do plants grow around us?	<p>Art & Design</p> <ul style="list-style-type: none"> - use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. <p>Engineer</p> <ul style="list-style-type: none"> Use different tools and equipment to pot, move and care for seeds and plants.
How will we get around in the future?	<p>D&T: Design</p> <ul style="list-style-type: none"> - generate, develop, model and communicate their ideas through talking, drawing, templates [See NC for full reference]. <p>D&T: Make</p> <ul style="list-style-type: none"> - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]; - select from and use a wide range of materials and components, including construction materials [See NC for full reference].

YEAR 2 OF THE TWO YEAR CYCLE

How could we play in different ways?	<p>Artist:</p> <ul style="list-style-type: none"> Look at paintings from the past which depict children playing games: LS Lowry - The Playground (1945)
How do we move around?	<p>D&T: Design</p> <ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria; - generate, develop, model and communicate their ideas. <p>D&T: Make</p> <ul style="list-style-type: none"> - select from and use a range of tools and equipment to perform practical tasks (for example cutting, shaping, joining and finishing). <p>D&T: Evaluate</p> <ul style="list-style-type: none"> - explore and evaluate a range of existing products. <p>D&T: Technical knowledge</p> <ul style="list-style-type: none"> - explore and use mechanisms (levers and joints) in their products,
What am I?	<p>Art & Design</p> <ul style="list-style-type: none"> - use sculpture to develop and share their ideas, experiences and imagination; - develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
What changes around me?	<p>Art & Design</p> <ul style="list-style-type: none"> - use drawing, painting and sculpture to develop and share their ideas, experiences and imagination; - develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space; - learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
What do artists do?	<p>Art & Design</p> <ul style="list-style-type: none"> - use drawing, painting and sculpture to develop and share their ideas, experiences and imagination; - develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space; - find out about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work • Damien Hirst, 'Spot Paintings' (1986-2011)

	<ul style="list-style-type: none"> • Patrick Heron, 'Cadmium... ' (1969) • Bridget Riley, 'Hesitate' (1964) • Georges Seurat - pointillism
What grows near me?	<p>Art & Design:</p> <ul style="list-style-type: none"> - develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space. <p>D&T: Cookery</p> <ul style="list-style-type: none"> - understand where food comes from. <p>D&T: Make</p> <ul style="list-style-type: none"> - select from and use a range of tools and equipment to perform practical tasks.
What is my hat made of?	<p>D&T: Design</p> <ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria. <p>D&T: Make</p> <ul style="list-style-type: none"> - select from and use a range of tools and equipment [please see NC for full statement] - select from and use a wide range of materials and components [please see NC for full statement]. <p>D&T: Technical knowledge</p> <ul style="list-style-type: none"> - build structures, exploring how they can be made stronger, stiffer and more stable. <p>Art & Design</p> <ul style="list-style-type: none"> - use a range of materials creatively to design and make products.
What might I do in the future?	<p>Art & Design</p> <ul style="list-style-type: none"> - use a range of materials creatively to design and make products <p>D&T: Make</p> <ul style="list-style-type: none"> - select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing). <p>D&T: Evaluate</p> <ul style="list-style-type: none"> - explore and evaluate a range of existing products.
Where is my school?	
Who helps who?	

THE CURRICULUM IN YEAR 3/4

Art (Artist) and Design Technology (Engineer)

YEAR I OF THE TWO YEAR CYCLE	
How can we switch off?	<p>Engineer</p> <ul style="list-style-type: none"> - understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].
Why do we live here?	<p>Art & Design</p> <ul style="list-style-type: none"> - improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] and Collage; - learn about great artists, architects and designers in history.
What is the difference between noise and sound?	<p>D&T: Design</p> <ul style="list-style-type: none"> - use research and develop design criteria [please see NC for statement in full]; - generate, develop, model and communicate their ideas through discussion, annotated sketches [please see NC for statement in full] <p>D&T: Make</p> <ul style="list-style-type: none"> - select from and use a wider range of tools and equipment to perform practical tasks [please see NC for statement in full]; - select from and use a wider range of materials and components [please see NC for statement in full]. <p>D&T: Evaluate</p> <ul style="list-style-type: none"> - investigate and analyse a range of existing products; - evaluate their ideas and products [please see NC for statement in full].
What is creativity?	<p>Art & Design</p> <ul style="list-style-type: none"> - improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]; - learn about great artists, architects and designers in history. <p>D&T: Evaluate</p> <ul style="list-style-type: none"> - understand how key events and individuals in design and technology have helped shape the World.
Why are more people becoming vegetarian?	<p>D&T: Cookery</p> <ul style="list-style-type: none"> - understand and apply the principles of a healthy and varied diet; - prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques; - understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
Who stood here before us?	<p>Art & Design</p> <ul style="list-style-type: none"> - improve their mastery of art and design techniques, including drawing, painting and sculpture, with a range of materials [for example, pencil, charcoal, paint, clay]. - learn about great artists, architects and designers in history.
Where does our water come from?	<p>Art & Design</p> <ul style="list-style-type: none"> - improve their mastery of art and design techniques - painting with a range of materials. - learn about great artists in history.

	- explore artists whose main influence is water e.g. Hokusai, Monet, Turner.
What should you flush down the loo?	D&T: Evaluate - investigate and analyse a range of existing products; - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

YEAR 2 OF THE TWO YEAR CYCLE	
How can we find out about people in the past?	D&T: Evaluate - understand how key events and individuals in design and technology have helped shape the world. Art & Design - improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]; - learn about great artists, architects and designers in history.
How can you feel the force?	D&T: Design - use research and develop design criteria [please see NC for statement in full] - generate, develop, model and communicate their ideas [please see NC for statement in full] D&T: Make - select from and use a wider range of tools and equipment [please see NC for statement in full] - select from and use a wider range of materials and components [please see NC for statement in full] D&T: Evaluate - evaluate their ideas and products against their own design criteria [please see NC for statement in full] D&T: Technical knowledge - apply their understanding of how to strengthen, stiffen and reinforce [please see NC for statement in full]
How do plants die?	Art & Design - improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].
What is underneath our feet?	
Where does the darkness come from?	Art & Design - improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. In this case it is stencils and cut-outs. D&T: Make - select from and use a wider range of tools and equipment to accurately perform practical tasks [for example, cutting, shaping, joining and finishing].
Why did people travel in the past?	D&T: Make - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
What is the difference between surviving and being healthy?	Art & Design - create sketch books to record their observations and use them to review and revisit ideas; - improve their mastery of art and design techniques, including drawing, painting and sculpture (printing?) with a

	<p>range of materials [for example, pencil, charcoal, paint, clay];</p> <ul style="list-style-type: none">- Find out about great artists, architects and designers in history: <ul style="list-style-type: none">• Roy Lichtenstein, pop art/cubism/expressionism• Andy Warhol, pop art/abstract/contemporary• Eric Carle - collage (The Hungry Caterpillar) <p>D&T: Cookery</p> <ul style="list-style-type: none">- understand and apply the principles of a healthy and varied diet;- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
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THE CURRICULUM IN YEAR 5/6

Art (Artist) and Design Technology (Engineer)

YEAR 1 OF THE TWO YEAR CYCLE	
How can science help the homeless?	<p>D&T: Evaluate</p> <ul style="list-style-type: none"> - investigate and analyse a range of existing products; - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work; - understand how key events and individuals in design and technology have helped shape the world.
What does the Earth look like from the solar system?	<p>Art & Design</p> <ul style="list-style-type: none"> - improve their mastery of art and design techniques, including drawing, painting and sculpture, with a range of materials (for example, pencil, charcoal, paint, clay); - learn about great artists, architects and designers in history.
Where is our twin?	<p>D&T: Design</p> <ul style="list-style-type: none"> - generate, develop, model & communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces & computer-aided design. <p>D&T: Make</p> <ul style="list-style-type: none"> - select from & use a wider range of tools & equipment to accurately perform practical tasks [e.g. cutting, shaping, joining & finishing]; - select from & use a wider range of materials & components, inc. construction materials, textiles & ingredients, according to their functional properties & aesthetic qualities. <p>Artist</p> <p>Appreciate the work of different artists from different countries.</p>
How can we show what we believe in?	<p>Art & Design</p> <ul style="list-style-type: none"> - improve their mastery of art and design techniques, including drawing, painting and sculpture, with a range of materials [for example pencil, charcoal, paint, clay]; - learn about great artists, architects and designers in history.
Who is trading with whom?	<p>D&T: Design</p> <ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria; - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. <p>D&T: Evaluate</p> <ul style="list-style-type: none"> - investigate and analyse a range of products; - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
How are you helping to save the planet?	<p>D&T: Design</p> <ul style="list-style-type: none"> - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups; - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

	D&T: Evaluate - investigate and analyse a range of existing products.
What makes a good performance great?	Art & Design - improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]; - create sketchbooks to record their observations and use them to review and revisit ideas - learn about great artists, architects and designers in history e.g. Paul Gauguin and his Caribbean influence, stage costume designers, setting artists.

YEAR 2 OF THE TWO YEAR CYCLE

How are lives saved?	
How big is your footprint?	Art & Design - create sketch books to record their observations and use them to review and revisit ideas; - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] about great artists, architects and designers in history.
How do we all live together?	
Linnaeus or Darwin – how are they connected?	Artist Study botanical drawings and create their own from observation of a variety of plants to improve mastery of art and design techniques, including drawing and painting.
Where does our food really come from?	Art & Design - improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] - learn about great artists, architects and designers in history Artists - Jason Mecier, Andy Warhol
Who were the great engineers?	D&T: Design - use research and develop design criteria to inform the design of [...] products [...] - generate, develop, model and communicate their ideas [...] D&T: Make - select from and use a wider range of tools and equipment [...] - select from and use a wider range of materials and components [...] D&T: Evaluate - investigate and analyse a range of existing products - evaluate their ideas and products against their own design criteria [...] - understand how key events and individuals in D&T have helped shape the world D&T: Technical knowledge - apply their understanding of how to strengthen, stiffen & reinforce more complex structures Artist An understanding of the aesthetics of great products through history and those who designed them.
Why are shadows important?	Art & Design - improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay];

- be taught about great artists in history:

- Maud Lewis
- Suren Manvelyan
- Kumi Yamashita
- Caravaggio
- Vermeer
- Goya
- Rembrandt