

# St. Joseph and St. Bede R.C. Primary School: Art & Design and Design & Technology Whole School Overview

## Year A - Key Stage One

Jurassic World		Magical Adventures		All Creatures : Great and Small	
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Do we all start life as an egg?	Why did the dinosaurs disappear?	What makes a castle, a castle?	What makes magic, magic?	Where are the wild things?	What makes a land tropical?
<b>Art &amp; Design</b>	<b>Design &amp; Technology</b>	<b>Design &amp; Technology</b>	<b>Art &amp; Design</b>	<b>Design &amp; Technology</b>	<b>Art &amp; Design</b>
<b>Drawing: <u>Make your mark</u> (omit lesson 3)</b> Developing observational drawing skills when exploring mark-making . Children use a range of tools, investigating how texture can be created in drawings. <b>Painting and mixed media: <u>Colour splash</u> (omit lesson 4)</b> Exploring colour mixing through paint play, children use a range of tools and work on different surfaces.	<b><u>Textiles: Puppets</u></b> Exploring different ways of joining fabrics before creating their own hand puppets based upon characters from a well-known fairy-tale. Children work to develop their technical skills of cutting, gluing, stapling and pinning.	<b><u>Structures:King/Queen's throne</u></b> Using the Magical topic theme and History focus on medieval times and castles as inspiration, children help King/Queen by making him a brand-new throne. When designing the throne, they consider his needs and what s/he likes and explore ways of building it so that it is strong.	<b>Craft and design: <u>Embellishments</u></b> Developing skills in measuring, cutting and adding decoration to create a range of decorative items such as jewellery and headpieces inspired by different cultures.	<b><u>Mechanisms: Making a moving monster</u></b> After learning the terms; pivot, lever and linkage, children design a monster which will move using a linkage mechanism. Children practise making linkages of different types and varying the materials they use to bring their monsters to life.	<b>Sculpture and 3D: <u>Paper play</u></b> Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculpture.

## Year A - Lower Key Stage 2

Technology then and now		Brilliant Britain		Rivers: Near and Far	
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
What did the ancient Greeks do for us?	"And on the eighth day, God created Manchester" – but what makes this city so special?	Who first lived in Britain?	Henry VIII – tyrant or true leader?	Could you survive in the Amazon Rainforest?	What makes Bury Brilliant?
<b>Art &amp; Design</b>	<b>Design &amp; Technology</b>	<b>Art &amp; Design</b>	<b>Design &amp; Technology</b>	<b>Art &amp; Design</b>	<b>Design &amp; Technology</b>
<b>Sculpture and 3D: <u>Mega materials</u> (omit lesson 4) -</b> Learning about the work of inspirational sculptors, children create personal responses and make choices about techniques and materials such as recycled materials and clay. <b>Drawing: <u>Power prints</u> (omit lesson 1) -</b>	<b><u>Digital world: Electronic charm</u></b> Designing, coding, making and promoting a Micro:bit electronic charm to use in low-light conditions. Children develop their understanding of programming to monitor and control their products.	<b>Drawing: <u>Growing artists</u> (omit lesson 3)</b> Inspired by botanical drawings, pupils explore the techniques of artists such as Georgia O'Keefe and traditional Chinese painters to draw natural forms. <b>Painting and mixed media: <u>Prehistoric painting</u> (omit lesson 5) -</b> investigating making their	<b><u>Structures: Constructing a castle</u></b> Learning about the features of a castle, children design and make one of their own. Using configurations of handmade nets and recycled materials to make towers and turrets and constructing a base to secure them.	<b>Craft and design: <u>Fabric of nature</u></b> Developing skills in textile techniques, pupils explore the beauty of the natural world to create stunning visual art inspired by the striking colours, pattern and textures of bird and insect life.	<b><u>Structure: Pavilions</u></b> Exploring pavilion structures, children learn about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.

Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.		own paints, making tools and painting on different surfaces, the children explore prehistoric art.			
Year A - Upper Key Stage 2					
Rivers & Mountains		Victorians		Global Issues	
Should we always 'go with the flow'?	Why are coasts important?  Is war always the answer? (WW1)	What in the Dickens was life like for the Victorians?	Why was Shackleton's Journey so important to us today?	Should Britain be open to all?	Are all English people immigrants?  Who was the first king of England?
Art & Design	Design & Technology	Design & Technology	Art & Design	Art & Design	Design & Technology
<b>Painting and mixed media: Portraits</b> Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.	<b>Textiles: Bunting</b> Selecting suitable fabrics, using templates, pinning, decorating and stitching to create bunting for a WW1 celebration.	<b>Electrical systems: Electronic greetings cards</b> Exploring how circuits can be adapted to suit different purposes, children explore series circuits and recreate one using conductive adhesive tape. They then apply this knowledge to design and create an electronic greeting card.	<b>Sculpture and 3D: Interactive installation (omit lesson 5)</b> Using inspiration of historical monuments and modern installations, children plan by researching and drawing, a sculpture to fit a design brief. <b>Architecture (omit lesson 1)</b> Investigating the built environment, drawing from observation and evaluating design features of buildings.	<b>Drawing: Make my voice heard - coming soon!</b> Exploring art with a message, children look at the famous 'Guernica' by Picasso and the confronting works of Käthe Kollwitz. They develop their drawings to incorporate new surfaces, a range of techniques and demonstrate an emerging personal style.	<b>Mechanical systems: Making a pop-up book</b> Creating a four-page pop-up storybook design linked to Anglo-Saxons incorporating a range of mechanisms and decorative features, including: structures, levers, sliders, layers and spacers.
Year B					
Year B - Key Stage One					
Quests and Journeys		Space		Explorers	
Where will our quest take us?	Who might we meet on a journey?	How have toys changed over time?	Is there life in space?	How have explorers shaped history?  Do I have what it takes to be an explorer?	
Art & Design	Design & Technology	Design & Technology	Art & Design	Art & Design	Design & Technology

<p><b>Drawing: Tell a story (omit lesson 5) - coming soon!</b> Using storybook illustration as a stimulus, children develop their mark making to explore tone to show form and experiment with creating patterned surfaces to add texture and detail to drawings</p> <p><b>Craft and design: Map it out (omit lesson 4) - coming soon!</b> Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They learn three techniques for working creatively with materials.</p>	<p><b>Food: Fruit and vegetables</b> Handling and exploring fruits and vegetables and learning how to identify which category they fall into, before undertaking taste testing to establish their chosen ingredients for the smoothie they will make a design packaging for.</p>	<p><b>Mechanisms: Fairground wheel</b> Designing and creating their own Ferris wheels, considering how the different components fit together so that the wheels rotate and the structures stand freely. Pupils select appropriate materials and develop their cutting and joining skills</p> <p>The Aliens could stumble across a fairground and decide that they want to learn how to make a ferris wheel to take back and make on their own planet.</p>	<p><b>Sculpture and 3D: Clay houses</b> Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay.</p>	<p><b>Painting and mixed media: Beside the seaside - coming soon!</b> Taking seaside paintings and impressionist painters as a starting point, pupils investigate how mixing a wider range of colours contributes to different effects. They explore surface texture when selecting and combining materials to make their final piece.</p>	<p><b>Structures: Constructing windmills</b> Designing, decorating and building a windmill for their mouse client to live in, developing an understanding of different types of windmill, how they work and their key features.</p>
Year B - Lower Key Stage 2					
Our Dangerous Earth		Our Changing Earth		Our Innovative Earth	
What makes the earth so angry?	Why were the Romans so powerful and what did they do for us?	Does the punishment fit the crime?	How has our Earth changed over time?	Were the Egyptians expert inventors?	Why was the voyage on this 'masterful ship' so fatal?
Art & Design	Design & Technology	Design & Technology	Art & Design	Art & Design	Design & Technology
<p><b>Painting and mixed media: Light and dark</b> Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.</p>	<p><b>Structures: Constructing a castle/Roman Fort</b> Learning about the features of a castle, children design and make one of their own. Using configurations of handmade nets and recycled materials to make towers and turrets and constructing a base to secure them.</p>	<p><b>Food: Eating seasonally</b> Discovering when and where fruits and vegetables are grown. Learning about seasonality in the UK and the relationship between the colour of fruits and vegetables and their health benefits by making three dishes.</p>	<p><b>Sculpture and 3D: Abstract shape and space - coming soon!</b> Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free standing structures inspired by the work of Anthony Caro and Ruth Asawa.</p>	<p><b>Craft and design: Ancient Egyptian scrolls</b> Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll.</p>	<p><b>Electrical systems: Torches</b> Applying their scientific understanding of electrical circuits, children create a torch, designing and evaluating their product against set design criteria.</p>

Year B - Upper Key Stage 2

WW2	Women who changed the world	Hunted	Bitter Chocolate	The Vikings	Ancient Games
How did our world end up in 'Blitz & Pieces'?	Who were the women that changed our world?	What causes species to become extinct?	Where does chocolate come from?	Were the Vikings always vicious and victorious?	What does it take to be an Olympian?
<b>Design &amp; Technology</b>	<b>Art &amp; Design</b>	<b>Art &amp; Design</b>	<b>Design &amp; Technology</b>	<b>Art &amp; Design</b>	<b>Design &amp; Technology</b>
<p><u><b>Structure: Anderson Shelters</b></u></p> <p>Designing and creating a model of a new playground featuring five apparatus, made from three different structures. Creating a footprint as the base, pupils visualise objects in plan view and get creative with their use of natural features.</p>	<p><b>Drawing: I need the vote - coming soon!</b></p> <p>Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking to create a piece in their own style.</p>	<p><b>Craft and design: Photo opportunity (omit lesson 4) -</b></p> <p>Exploring photography as a medium for expressing ideas, pupils investigate scale and composition, colour and techniques for adapting finished images.</p> <p><b>Painting and mixed media: Artist study (omit lesson 5) -</b></p> <p>Identifying an artist that interests them, children research the life, techniques and artistic intentions of that individual.</p>	<p><u><b>Digital world: Navigating the world</b></u></p> <p>Programming a navigation tool to produce a multifunctional device for trekkers. Combining 3D objects to form a complete product in CAD 3D modelling software and presenting a pitch to 'sell' their product.</p>	<p><b>Sculpture and 3D: Odin's eye</b></p> <p>Art and design skills and techniques to design and create a 3D artwork to represent Viking Myths.</p>	<p><u><b>Food: What could be healthier?</b></u></p> <p>Researching and modifying a traditional bolognese sauce recipe to make it healthier. Children cook their healthier versions, making appropriate packaging and learn about farming cattle.</p>