

Art & Design and Design Technology Long Term Plan



Ingleton CofE Primary School
...we enjoy learning together

EYFS – 1 Year Cycle

KS1 (Y1&Y2) – 2 Year Cycle

KS2 (Y3-Y6) - 4 Year Cycle (mixed age curriculum)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Rec EAD Art	Draw using a range of materials, tools, and techniques, experimenting with colour, design, texture, form and function. Drawing: revising and extending the use of tools, drawing simple shades, blending, smudging and making marks	Paint using a range of materials, tools, and techniques, experimenting with colour, design, texture, form and function. Painting: different textures and colours, colour patterns, mixing colours and shading, drawing with a brush Artist Study - Kandinsky	Print using a range of materials, tools, and techniques, experimenting with colour, design, texture, form and function. Printing: bit and little dots, prints that make patterns, printing on and off, combing shapes and textures. Artist study –Mondrian – Primary colours	Cut and stick using a range of materials, tools, and techniques, experimenting with colour, design, texture, form and function. Collage: making holes, cutting up strips, cutting up shapes, cutting mouldable materials, following a cutting line Artist Study - Matisse	3D and Mouldable Materials: Filling up given spaces, making 3D shapes with paper, changing and arranging tubes, cutting 3D shapes up and sticking. Artist study -Miro - Mobiles	Textiles: weaving in and out, sewing on bubble wrap, ribbon collages, linking shapes. Dream catchers Artist -Yayoi Kusama
EAD DT	Creating sculptures of Themselves and characters from a story using modelling Clay or wood	Planning and creating junk model transport, explain their design, describing the process verbally and using tools safely	Planning and creating a new plant design using materials of their choice.	Planning and creating a space vehicle using reclaimed materials	Planning and creating a creature using natural materials	Outside cooking / food and nutrition – Forest school Planning, designing and 3D model making of structures, bridges/towers Dream catchers

KS1	DT	Art	DT	Art	DT	Art
Cycle A 2023-2024	Forest School – Woodwork <i>'Gruffalo'</i> – 3D model making	Artist -Yayoi Kusama Sculpture/ Painting/ Mixed media Look at her polka dot pumpkins. (3D clay sculptures of pumpkins) Collages and Christmas art	Mechanical systems Making a moveable toy	Artist: Paul Klee Drawing/ Painting/ Mixed media	Cooking and Nutrition	3D Art and Sculpture Artist study: Andy Goldsworthy (3D natural art)
Cycle B 2024-2025	Forest School – Woodwork Den building (large structures) and woodwork model making – <i>'We're Going on a Bear Hunt'</i>	Drawing/ Painting/ Mixed media The Great Fire of London (drawing of St Paul's Cathedral) Art/ Collages/ Christmas Art	Food and nutrition Learn about the food groups and what makes a balanced diet Design and make a healthy sandwich Design, make and evaluate fruit kababs	Artist: Vincent Van Gogh Drawing and painting Starry night – oil pastels. Sunflowers – drawing and painting Artist: Alma Thomas – Patterns and African Art	Mechanisms and structures Building castles and bridges	Artist: Anthony Gormley 3D Art and Sculpture Look at the structure of the Angel of the North, and other sculptures by Anthony Gormley, in their settings. Use clay to recreate figures in outdoor settings

KS2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Art	DT	Art	DT	Art	DT
Cycle A 2021-2022	Drawing and Painting Artist: Jean-Michel Basquiat (1960 - 1988) Neo-expressionist painter. He painted on paper and canvas but also on items found on the street, such as windows and doors which he joined together.	Digital World	Sculpture Artist: Augusta Savage (1892 - 1962) Augusta Savage was an American sculptor and a teacher of art who fought against racism and prejudice	Mechanical Systems Making a slingshot car - Using a range of materials, design and make a car with a working slingshot mechanism and house the mechanism using a range of nets.	Print Artist: Alma Thomas (1891 - 1978)	Textiles Cross-stitch and appliqué - Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make a cushion or Egyptian collar.
Cycle B 2022-2023	Artist: Frida Kahlo Drawing and Painting Create own self-reflecting, self-portrait masterpiece, using Kahlo's style and technique as an influence. (Pencil, charcoal pencil, acrylic)	Cooking and Nutrition Baking – Design, bake and decorate a Christmas biscuit.	Artist: Barbra Hepworth Sculpture Create a sculpture using Hepworth's style and technique as an influence. (Soap and clay)	Structures Building Bridges Design and build a scale-model prototype bridge according to the design brief.	Designer: Vivienne Westwood Design: Fashion sketching Identify Vivienne Westwood's style and influences and develop own fashion sketching techniques, in preparation for own Westwood-inspired design. Design own Westwood-inspired jacket. (Sketching techniques, use of colour, shape and texture, collage)	Woodwork Forest School

<p>Cycle C 2023-2024</p>	<p>Artist: LS Lowry Drawing and Painting Explore the techniques Lowry used as well as the limited colour palette he adopted to create his paintings and paint own playground urban landscape using his style and technique as an influence. (Planning, sketching, painting)</p>	<p>Mechanical Systems Pop Up Book - Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.</p>	<p>Artist: William Morris Print Design a textile/wallpaper pattern using Morris's style, techniques and influences. (Block print)</p>	<p>Textiles Fastenings - Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve.</p>	<p>Artist: Joan Miró Sculpture Plan and create own sculpture using Miró's style and technique of using discarded items to create forms</p>	<p>Digital World</p>
<p>Cycle D 2024-2025</p>	<p>Drawing and Painting Artist: Sonia Boyce (1962 - present day)</p>	<p>Electrical Systems Steady hand game - Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard</p>	<p>Artist/ Architect: Norman Foster Architectural Design Identify Foster's style and influences and create own architectural design for a corporate building using his style and technique as an influence. (Sketching and drawing)</p>	<p>Cooking and Nutrition Food: What could be healthier? Discover the farm to fork process, understand the key welfare issues for rearing cattle. Compare the nutritional value of existing sauces and develop a healthier recipe</p>	<p>Design: Batik Artist: Yinka Shonibare Learn about the traditional wax-resist dyeing technique from various countries. Design and create own batik scarf, banner or flag</p>	<p>Structures</p>