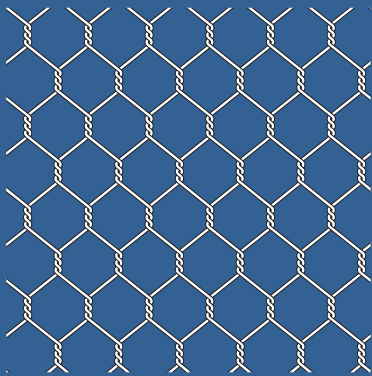


Art and DT Curriculum Map

In Y5, I will study the technique of clay bas relief when I produce a clay tile decorated with a design inspired by the works of William Morris. I will build on how to use increasingly complex circuits when I design and make a buzz wire game and complete a project on chairs that involves new ways to record designs and instructions, such as exploding diagrams. I will keep a photo journal of my journey as an abstract seascape artist and exhibit my work in the school. I will learn about the artist Berry Fritz and apply her techniques and skills in a still life painting.



In Y3, I will continue to develop my knowledge of food technology and cooking when I bake Greek bread and learn its history. I will be inspired to design and make my own mythical creature using wire as a medium. I will become more knowledgeable of materials and their properties to enable me to make accurate selections and choices in my art work and in my designs. I will begin to use more complex mechanisms and pulley systems in my designs of a Roman Well and in the construction of a system to transport goods across a river. I will learn about more traditional genres of art through the study of the artist Jennie Webber and her still life work. I will learn to apply her style in my own work, whilst developing my own confidence as an artist.



In YR, I will learn how to design a range of objects that have different purposes, like using the craft of sewing to make a hand puppet or building a lighthouse with a working light or a functional space buggy. I will learn to develop more complex electrical circuits for my models and will be able to evaluate and make adaptations to my design. I will learn about artists: Cath Kidston and Kandinsky, and learn about their work and inspirations. I will learn new techniques in painting and drawing and will expand my knowledge and understanding of the language of art and design. I will know how to use different mediums and explore who I am as an artist.



Y6

In Y6, I will learn about sustainability in the fashion world. I will design and produce a fashion accessory that uses only recycled materials. I will present my final piece in a school fashion show that I will have helped to organise and I will learn how others evaluation of my work can be informative and constructive to my development as an artist and a designer.

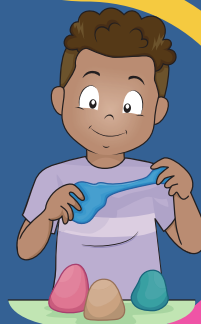
In Y4, I will design and produce a pair of slippers, furthering my skills in the craft of sewing. I will make a bar of soap that will be carved and decorated in the style of the Mayan Civilisation. I will use complex electric circuits to power a motorised boat. I will work in the style of the artist Albrecht Durer when I produce a Viking portrait and will sympathise with social and environmental issues by creating an eco-friendly photo frame.

I will learn to recognise challenges and find solutions that will still meet a design brief. I will develop my critical thinking skills and assess my work against set criteria's and use subject specific vocabulary and terminologies to communicate ideas and alterations.



Y2

In Y2, I will learn how art can be used to communicate a social message. I will create a sculpture in collaboration with my peers to highlight issues of injustice and inequality. I will learn the components needed to design and make a lava lamp, making cross-curricular links to science and maths. I will build on my skills and techniques in painting, especially watercolours, as I create a seascape. I will study and research the works of artists, like Stephen Wiltshire and Pablo Picasso and will be introduced to artistic movements like Cubism. I will apply learned skills and techniques more independently in my own work and begin to understand just how an artist or designer can impact on the art world and beyond.



Y1

EYFS

In Reception, I will have regular opportunities to engage with the arts, enabling me to explore and play with a wide range of media. I will be taught to safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.