



Moir's Design and Technology and Art and Design Curriculum Long Term Plan

Design Technology Art and Design

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS						
YEAR 1	<p>Structures Constructing a windmill</p> <p>Inspired by the song, 'Mouse in a windmill', design and construct a windmill for a client (mouse) to live in. Explore various types of windmill, how they work and their key features.</p>	<p>Drawing Make your mark</p> <p>Exploring mark making and line; working and experimenting with different materials through observational and collaborative pieces.</p>	<p>Textiles Make a puppet</p> <p>Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.</p>	<p>Sculpture and 3D Paper Play</p> <p>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 sculptures.</p>	<p>Cooking and Nutrition Fruit smoothies</p> <p>Opportunities for children to learn food preparation skills and greater emphasis on taste testing and ingredient choices.</p>	<p>Painting and Mixed Media Colour splash</p> <p>Exploring colour mixing through paint play, using a range of tools to paint on different surfaces and creating paintings inspired by Clarice Cliff and Jasper Johns</p>
YEAR 2	<p>Craft and Design Map it out</p> <p>Responding to a design brief, children learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas.</p>	<p>Structures Baby Bear's Chair</p> <p>Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.</p>	<p>Painting and Mixed Media Life in Colour</p> <p>Developing colour mixing skills, learning about the work of artist Romare Bearden and creating textured papers using paint, children compose collages inspired by their exploration of colour and texture in the world around them.</p>	<p>Mechanisms Fairground Wheel</p> <p>Design and create a functional Ferris wheel, learn how different components fit together so that the wheel rotates and the structure stands freely.</p>	<p>Sculpture and 3D Clay Houses</p> <p>Developing colour mixing skills, learning about the work of artist Romare Bearden and creating textured papers using paint, children compose collages inspired by their exploration of colour and texture in the world around them.</p>	<p>Mechanisms Making a moving monster</p> <p>Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.</p>
YEAR 3	<p>Cooking and Nutrition Eating seasonally</p> <p>opportunities for children to learn about seasonal foods and create a seasonal food tart.</p>	<p>Drawing Growing artists</p> <p>Developing an understanding of shading and drawing techniques to create botanical inspired drawings.</p>	<p>Digital World Electronic charm</p> <p>Design, develop a program, house and promote a Micro:bit electronic charm to use in low-light conditions.</p>	<p>Craft and Design Ancient Egyptian Scrolls</p> <p>Developing design and craft skills taking inspiration from Ancient Egyptian art and pattern and paper making.</p>	<p>Structures Constructing a castle</p> <p>Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).</p>	<p>Sculpture and 3D Abstract shape and space</p> <p>Exploring how shapes and negative spaces can be represented by three dimensional forms.</p>



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						Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro.
YEAR 4	<p>Drawing Power prints</p> <p>Using mechanical engravings as a starting point, pupils develop an awareness of proportion, composition and pattern in drawing and combine media for effect when developing a drawing into a print.</p>	<p>Structure Pavilions</p> <p>Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion.</p>	<p>Painting and mixed Media Light and Dark</p> <p>Developing skills in colour mixing, focusing on using tints and shades to create a 3D effect. Experimenting with composition and applying painting techniques to a personal still life piece.</p>	<p>Mechanical Systems Making a slingshot car</p> <p>Using a range of materials, design and make a car with a working slingshot mechanism and house the mechanism using a range of nets.</p>	<p>Craft and Design Fabric of nature</p> <p>Using the flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to design a repeating pattern suitable for fabric.</p>	<p>Electrical Systems Torches</p> <p>Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.</p>
YEAR 5	<p>Mechanical Systems Making a pop up book</p> <p>Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.</p>	<p>Sculpture and 3D Interactive Installation</p> <p>Learning about the features of installation art and how it can communicate a message; exploring the work of Cai Guo-Qiang and discovering how our life experiences can inspire our art; investigating how scale, location and interactive elements affect the way visitors experience installation art.</p>	<p>Drawing I need space</p> <p>Exploring the purpose and impact of images from the 'Space race' era of the 1950s and 60s; developing independence and decision-making using open-ended and experimental processes; combining drawing and collagraph printmaking to create a futuristic image.</p>	<p>Cooking and Nutrition What could be healthier?</p> <p>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>Painting and mixed Media Portraits</p> <p>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.</p>	<p>Electrical Systems Doodlers</p> <p>Our Doodlers unit explores series circuits further and introduces motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.</p>
YEAR 6	<p>Craft and Design Photo opportunity</p> <p>Developing photography skills and techniques to design a</p>	<p>Textiles Waistcoats</p> <p>Using a combination of textiles skills such as attaching fastenings, appliqué and</p>	<p>Drawing Make my voice heard</p> <p>From the Ancient Maya to modern-day street art, children look at how artists</p>	<p>Structure Playgrounds</p> <p>Research existing playground equipment and their different forms, before designing and</p>	<p>Sculpture and 3D Making memories</p> <p>Creating a personal memory box using a collection of found objects and hand-</p>	<p>Digital World Navigating the world</p> <p>Design and program a navigation tool to produce</p>



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	range of creative photographic outcomes.	decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.	convey a message. Exploring imagery, symbols, expressive mark making, and 'chiaroscuro' children consider audience and impact to create powerful drawings to make their voices heard.	developing a range of apparatus to meet a list of specified design criteria.	sculptured forms, reflecting primary school life with symbolic and personal meaning.	a multifunctional device for trekkers using CAD 3D modelling software. Pitch and explain the product to a guest panel.
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