

ART Curriculum Overview 2024-2025



Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	3D Structures	Drawing Painting, Collage, Portraits, Understanding Materials	Drawing , Textiles	Painting	Print mechanisms	DT Mechanisms
Knowledge and skills	Build structures, exploring how they can be made stronger, stiffer and more stable. Use the basic principles of a healthy and varied diet to prepare dishes	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. Produce creative work, exploring their ideas and recording their experiences. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Use the basic principles of a healthy and varied diet to prepare dishes.	Use a range of materials creatively to design and make products 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 Evaluate their ideas and products against design criteria. Build structures, exploring how they can be made stronger, stiffer and more stable. Use the basic principles of a healthy and varied diet to prepare dishes.	Use a range of materials creatively to design and make products. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Evaluate and analyse creative works using the language of art, craft and design. 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. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Use a range of materials creatively to design and make products. 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. Use the basic principles of a healthy and varied diet to prepare dishes.	Use a range of materials creatively to design and make products. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Build structures, exploring how they can be made stronger, stiffer and more stable. Use the basic principles of a healthy and varied diet to prepare dishes.
Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	Observational drawing; Printing	Painting	Drawing, Structures	Painting, Structures	Print Mechanisms	DT Textiles
Knowledge and skills	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing). Evaluate their ideas and products against design criteria. Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products. Develop the creative, technical and practical expertise needed to	Use a range of materials creatively to design and make products. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Learn about the work of a range of artists, craft makers and designers. 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-	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Select from and use a range of tools and equipment to perform practical tasks Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	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. Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria. Build structures,	Use a range of materials creatively to design and make products. 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 their characteristics.	Use a range of materials creatively to design and make products. Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products. Y2 Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

ART Curriculum Overview 2024-2025



	perform everyday tasks confidently and to participate successfully in an increasingly technological world.	ups and, where appropriate, information and communication technology. Use the basic principles of a healthy and varied diet to prepare dishes. Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.	Evaluate their ideas and products against design criteria. Build structures, exploring how they can be made stronger, stiffer and more stable.	exploring how they can be made stronger, stiffer and more stable.		
Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	<i>Sculpture; Photography</i>	<i>3-D sculpture; Greek art and design</i>	<i>Drawing and Painting</i>	<i>Print Making</i>	<i>Textile and Collage</i>	<i>Food and Nutrition 3D Pictures</i>
Knowledge and skills	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Y3 Learn about great artists, architects and designers in history.</p> <p>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.</p> <p>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Learn about great artists, architects and designers in history.</p> <p>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.</p> <p>Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p>	<p>Create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>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.</p> <p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>	<p>Create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p> <p>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.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p> <p>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.</p> <p>Y3 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Y3 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>
Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	<i>Design; Clay work; Crayon art; Photography</i>	<i>The Bayeux Tapestry; Drawing; Embroidery</i>	<i>Drawing</i>	<i>Painting</i>	<i>Printmaking and Textiles</i>	<i>Food and nutrition 3D pictures</i>
Knowledge and skills	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for</p>	<p>Create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>Y4 Improve their mastery of art and design techniques, including</p>	<p>Create sketchbooks to record their observations and use them to review and revisit ideas.</p>	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit</p>	<p>Create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>Select from and use a wider range of materials and components, including</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p>

ART Curriculum Overview 2024-2025



	<p>example, pencil, charcoal, paint, clay). Learn about great artists, architects and designers in history. 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. Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.</p>	<p>drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay) Y4 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Y4 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. Y4 Investigate and analyse a range of existing products.</p>	<p>Y4 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). 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. Y4 Investigate and analyse a range of existing products. Y4 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Y4 Understand how key events and individuals in design and technology have helped shape the world.</p>	<p>for purpose, aimed at particular individuals or groups. Y4 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. Y4 Investigate and analyse a range of existing products.</p>	<p>construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Y4 Investigate and analyse a range of existing products. Y4 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>	<p>Y4 Learn about great artists, architects and designers in history. 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. Y4 Investigate and analyse a range of existing products. Y4 Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p>
Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	Painting and Sculpture	Printing; Design	Drawing and Painting	Printmaking	Textiles and Collage	Food and Nutrition 3D Sculptures
Knowledge & skills	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). 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. Y5 Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). 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. Y5 Select from and use a wider range of materials and components, including construction materials, textiles and</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Become proficient in drawing, painting, sculpture and other art, craft and design techniques. 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. Y5 Understand seasonality, and know where and how a variety of ingredients are</p>	<p>Y5 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Y5 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.</p>	<p>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. Become proficient in drawing, painting, sculpture and other art, craft and design techniques. 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</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). 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. Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.</p>

ART Curriculum Overview 2024-2025



Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	<i>Modelling and sculpture; Abstract art</i>	<i>Sculpture; Maya art; Carving</i>	<i>Drawing</i>	<i>Painting and Collage</i>	<i>Printmaking and Textiles</i>	<i>Food and Nutrition 3D Sculptures</i>
Knowledge and skills	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>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.</p> <p>Y6 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Y6 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.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>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.</p> <p>Y6 Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</p> <p>Y6 Understand and apply the principles of a healthy and varied diet.</p> <p>Y6 Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p>	<p>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.</p>	<p>Y6 Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p> <p>Understand and apply the principles of a healthy and varied diet.</p> <p>Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. 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.</p> <p>Y6 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p>