Art & D&T spiral curriculum

Year A

Autumn 1: Textiles- creating an image to add textiles too, weaving, stitching and hatching to create contrast

Autumn 2: Drawing- Using dry and wet media to create marks, tone and form within an image, develop mixing, shading and hatching skills

Spring 1: Painting- developing a painting from a drawing, mix and match colours to create atmosphere and light effects, identify primary, secondary, complementary and contrasting colours

Spring 2:Cooking-food tasting, discussion and links to nutrition, making banquet style food

Summer 1: DT design & build- creating a 3D build based on a pre existing building

Summer 2: 3D art- shape, form and model based on observations, adding texture and patterns into malleable media

Phase Year B

Blue

Autumn 1: Painting- linking colours to emotions, producing colour wheels, develop paintings from drawing observations

Autumn 2: D&T modelling- build and design a 3D make based on research and real life, creating larger scales

Spring 1: Cooking-Cooking-food tasting, discussion and links to nutrition, making bread

Spring 2: Digital art-collect, record and store digital images, present recorded visual images using software

Summer 1: Drawing- observation and drawing of bodies and faces, focussing on expression, develop close observations

Summer 2: 3D art- shape, form and model based on observations, adding texture and patterns into malleable media

Year A

Autumn 1: DT making & selling- designing and constructing for the purpose of a buyer

Yellow Autumn 2: Painting- experimenting with different styles of painting (washing, blocking), mixing colour to create

second<mark>ary colours</mark>

Phase Spring 1: Cooking- food tasting, simple chopping skills to make a fruit salad

Spring 2: Drawing- making lines and marks using a range of drawing materials, experimenting with tone

Summer 1: 3D art- making models from planning and imagination, constructing and adding to a base

Summer 2: Textiles- printing, dying, weaving and straight stitching to join materials

Year B

Autumn 1: Cooking- making sandwiches, cutting and spreading Painting- creating different textures and effects, mixing primary colours to create secondary colours

Autumn 2: Drawing- making thin and thick marks with a range of materials, applying and experimenting with tone

Spring 1: Printing- printing and collaging with solid objects or photographs of solid objects

Spring 2: Digital art-collect, record and store digital images, present recorded visual images using software

Summer 1: D&T modelling- using joining skills to attach 3D objectws together for an alternative purpose

Year A

Autumn 1: Printing – making marks with hard and soft materials, making marks by rolling over objects

Autumn 2: Textiles (fabric)- cutting fabric shapes, attaching fabric to fabric or decoration using glue

Spring 1: Junk modelling- using simple 2D shapes to create a 3D form

Phase Spring 2: Design & build- using simple mechinisms, using pulling tabs

Summer 1: Painting- mixing and matching colours, creating different marks with paint and tools

Summer 2: Collage- creating images from other medias, adding materials to pre made backgrounds

Year B

Autumn 1: ICT/digital art- explore digital photography equipment, make marks and shapes over a pre existing digital image Drawing- drawing simple shapes from observations, investigating tone

Autumn 2: Printing – making marks with hard and soft materials, making marks by rolling over objects

Spring 1: D&T - moving components used within a 2D build, moving pictures figures with a moving component

Spring 2: D&T - moving components used within a 2D build, moving pictures sliders and leavers

Summer 1: 3D art- moulding and kneading malleable materials, manipulating materials for a purpose 2D or 3D

Summer 2: D&T modelling- fixing, cutting and shaping materials for a purpose, 2D

EYFS

Red

Creative expression – explore & experiments with a range of materials through sensory

Purple exploration make choices, show a preference.

Knowing movements can make marks, knowing what tools are for and selecting in play.

Class