



Long Term Plan

Subject: Art & Design, Design & Technology

Scheme: Kapow

Cycle A – 2025-26; Cycle B – 2024-2025

Pink = Art & Design Orange = Design & Technology

Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p>In EYFS Art and Design, and Design and Technology is taught within 'Expressive Arts and Design'. Both Art and Design and Technology are part of both continuous and enhanced provision. The children explore a variety of materials, tools, and techniques creatively experimenting with colour, design, texture, form, and function. Children are encouraged to use their imagination to represent their own ideas, thoughts and feelings creatively using what they have learnt about different media and materials. They plan, design, and create in a variety of ways thinking about use and purpose.</p>					
	<p><u>All About me!</u> Beginning to mix colours Building models using construction equipment. Recycled material modelling Line drawing self-portrait (enclosing lines): draw definite features Charcoal pictures of family</p>	<p><u>Let's Celebrate!</u> Colour mixing-firework pictures Using different textures and materials to make firework pictures Clay models- Diwas Learning different techniques for joining materials, such as how to use adhesive tape and different sorts of glue. Making a stick man using natural objects Line drawing self-portrait</p>	<p><u>It's Cold Outside</u> Designing homes for hibernating animals. Collage owls Children will be encouraged to select the tools and techniques they need to assemble materials that they are using e.g. creating animal masks. Van Gogh Starry Night (Talk about a famous artist) Exploring how colours can be changed Line drawing self-portrait</p>	<p><u>The Scented Garden</u> Making Chinese lanterns Shadow Puppets Stick puppets Explore patterns using different colours Pastel drawings Printing-patterns on Easter eggs Rubbings of leaves/plants Combining media to make a collage Andy Goldsworthy natural art Line drawing self-portrait</p>	<p><u>Our World</u> Rousseau's Tiger/animal prints Pointillism Observational fruit painting Observational animals drawing Collage-wild animals Flowers-Sun flowers (Van Gogh) Artwork themed around African Art Clay insects Recognise, create and describe pattern: animal skin Line drawing self-portrait</p>	<p><u>Over the Land and into the Sea</u> Rainbow fish collages Lighthouse designs and construction Salt dough fossils Water pictures, collage, shading by adding black or white, Colour mixing beach huts Colour mixing – underwater pictures. Making models from recycled materials: link to keeping our sea clean Using clay to make a coil pot (link to the curled shell in Sharing a Shell) Clay rainbow fish Claud Monet water paintings Line drawing self-portrait</p>

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Year 1 /2 Cycle B	<p>Painting and mixed media Life in Colour Taking inspiration from the collage work of artist Romare Bearden, children consolidate their knowledge of colour mixing and create textures in paint using different tools. They create their own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork.</p>	<p>Sculpture & 3D Clay Houses Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay.</p>	<p>Structures – baby bear’s chair Using the tale of Goldilocks and the Three Bears as inspiration, pupils help Baby Bear by making him a brand new chair, exploring different shapes and materials. When designing the chair, they consider his needs and what he likes.</p>	<p>Drawing Tell a Story Using storybook illustration as a stimulus, children develop their mark making skills to explore a wider range of tools and experiment with creating patterned surfaces to add texture and detail to drawings</p>	<p>Mechanisms – Pull-a-long-toy Making wheels and an axle to create a pull-along toy.</p>	<p>Cooking and nutrition – balanced diet Explore and learn what forms a balanced diet, pupils will taste test ingredient combinations from different food groups that will inform a wrap design of their choice which will include a healthy mix of protein, vegetables and dairy</p>
Year 3 / 4 Cycle B	<p>Drawing Power in prints Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.</p>	<p>Sculpture & 3D Mega Materials Exploring the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp and creating their own sculptures.</p>	<p>Cooking and nutrition: Adapting a recipe Our refreshed Y4 cooking and nutrition unit including opportunities for children to learn a basic biscuits recipe and adapt it to suit a target audience.</p>	<p>Textiles – fastenings Building upon their sewing skills from previous years, pupils design and create a book sleeve; exploring a variety of fastenings and selecting the most appropriate for their design based on strength and appropriate-use.</p>	<p>Painting and mixed media Light and Dark Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.</p>	<p>Structures – Pavilions Exploring pavilion structures, learning about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.</p>

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Year 5/6 Cycle B	<p>Drawing Make my voice heard On a journey from the Ancient Maya to modern-day street art, children explore how artists convey a message. They begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect called 'chiaroscuro'</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>Painting and mixed media Artists Study Identifying an artist that interests them, children research the life, techniques and artistic intentions of that individual. Collecting ideas in sketchbooks, planning for a final piece and working collaboratively, they present what they have learnt about the artist.</p>	<p>Electrical systems – steady hand game Design and create a steady hand game, use nets to create the bases and apply knowledge of electrical circuits to build an operational circuit with a buzzer that completes the circuit when the handle makes contact with the wire.</p>	<p>Cooking & nutrition – Come Dine with Me Research and prepare a three-course meal and taste-test and score their food. Research the journey of their main ingredient from 'farm to fork' and write a favourite recipe</p>	<p>Sculpture & 3D Making Memories Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.</p>

Cycle A

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Year 1 / 2 Cycle A	<p>Drawing Making your mark Developing observational drawing skills when exploring mark-making . Children use a range of tools, investigating how texture can be created in drawings. They apply their skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.</p>	<p>Mechanisms – making a moving story book Experiment with sliders before planning and making three pages of a moving story book, based on a familiar story, drawing the page backgrounds, creating the moving parts and assembling it.</p>	<p>Painting and mixed media Colour splash Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns.</p>	<p>Textiles – puppets Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of cutting, glueing, stapling and pinning.</p>	<p>Cooking and nutrition – smoothies Handle and explore fruits and vegetables and learn how to identify fruit, before undertaking taste testing to establish chosen ingredients for a smoothie they will make, with accompanying packaging.</p>	<p>Craft and design: Map it out 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>

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Year 3 / 4 Cycle A	<p>Painting and mixed media Prehistoric Painting Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.</p>	<p>Mechanical systems – pneumatic toys Design and create a toy with a pneumatic system, learning how trapped air can be used to create a product with moving parts. Pupil are introduced to thumbnail sketches and exploded diagrams</p>	<p>Digital world – wearable technology Design, code and promote a piece of wearable technology to use in low light conditions, developing their understanding of programming to monitor and control products to solve a design scenario.</p>	<p>Drawing Growing Artists Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O’Keefe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form.</p>	<p>Craft and design Ancient Egyptian Scrolls Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll. Ideas are extended to create a modern response by designing a ‘zine’.</p>	<p>Cooking and nutrition – eating seasonally Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They respond to a design brief to design a seasonal food tart using ingredients harvested in the UK in May and June.</p>
Year 5/6 Cycle A	<p>Craft and design Architecture Investigating the built environment through drawing and printmaking, learning about the work of architect Zaha Hadid and creating their own building designs, creatively presenting research on artist Hundertwasser and exploring ideas behind the symbolism of monument design</p>	<p>Textiles – soft toys Create a stuffed toy by applying skills learnt in previous units. Introduce blanket stitch.</p>	<p>Painting and mixed media Portraits 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>Drawing I need space Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the ‘Space race’ that began in the 1950s. They combine collage and printmaking to create a piece in their own style.</p>	<p>Cooking and nutrition: Developing a recipe Our refreshed cooking and nutrition unit including opportunities for children to learn a simple bolognese recipe and adapt it to improve nutritional content.</p>	<p>Structures – Bridges After learning about various types of bridges and exploring how the strength of structures can be affected by the shapes used, create their own bridge and test its durability - using woodworking tools and techniques.</p>