



Long Term Plan 2023 -2024

Subject: Art & Design, Design & Technology

Scheme: Kapow

Pink = Art & Design Orange = Design & Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Structures – junk modelling Exploring materials through junk modelling, children develop their scissor skills and awareness of different materials and joining techniques. Children begin to make verbal plans and material choices before starting and problem solve while making their model.		Cooking and nutrition – soup Learning about vegetables and where they come from while preparing to make a soup. Children describe the taste of a range of vegetables and design a soup recipe as a class. They practise cutting skills and prepare the vegetables for their class soup before testing the final product.		Textiles – bookmarks Developing fine motor skills through a range of threading activities before moving on to use binka and a needle. Children design a bookmark, considering what to include and why and then follow their designs to complete their bookmarks.	
	Autumn craft Autumn wreaths Using natural items to create Autumnal wreaths.	Christmas craft Salt dough decorations Creating and decorating Christmas tree decorations.	Winter craft Threaded snowflakes Using threading skills to create snowflakes with pipe cleaners and beads.	Easter Craft Egg threading Threading coloured wool to create an egg pattern	Summer craft Suncatchers Collecting flower petals to create card suncatchers	Summer craft Salt painting Creating bold paintings in salt and paint
Year 1	Drawing Making your mark Developing observational drawing skills when exploring mark-making . Children use a range of tools, investigating how texture can be created	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	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	Textiles – puppets Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of	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	Craft and design Woven wonders Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña.

	in drawings. They apply their skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.	the moving parts and assembling it.	by Clarice Cliff and Jasper Johns.	cutting, glueing, stapling and pinning.	smoothie they will make, with accompanying packaging.	
Year 2	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.	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	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.	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	Mechanisms – moving monsters After learning the terms: pivot, lever and linkage, pupils design a monster that will move using a linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.	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.
Year 3	Painting and mixed media Prehistoric Painting Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.	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	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	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.	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’.	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.

			way tonal shading can help create form.			
Year 4	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.	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.	Electrical systems – torches Pupils apply their scientific understanding of electrical circuits to create a torch made from recycled and reclaimed materials and objects. They design and evaluate their product against set design criteria	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.	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.	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.
Year 5/6 Cycle A	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	Textiles – soft toys Create a stuffed toy by applying skills learnt in previous units. Introduce blanket stitch.	Mechanical systems – making a pop-up book Create a four-page pop-up story book design, incorporating a range of functional mechanisms that use levers, sliders, layers and spacers to give the illusion of movement through interaction.	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.	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.	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.
Year 5/6 Cycle B	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	Digital world – navigating the world Program a navigation tool to produce a multifunctional device for trekkers. Combine 3D virtual objects to form a complete	Painting and mixed media Artists Study Identifying an artist that interests them, children research the life, techniques and artistic intentions of that	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	Sculpture & 3D Making Memories Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary	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

	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'	product concept in 3D computer-aided design modelling software.	individual. Collecting ideas in sketchbooks, planning for a final piece and working collaboratively, they present what they have learnt about the artist.	circuit with a buzzer that completes the circuit when the handle makes contact with the wire.	school life with symbolic and personal meaning.	'fork' and write a favourite recipe
--	--	---	---	---	---	-------------------------------------