	ther Animals including humans & Seasonal		Spring Term  Where in the world am I?  Everyday materials & Seasonal changes (Science)  Explorers (History) The UK - countries & seas (Geo)		Summer Term  Is it time for a Summer Holiday?  Plants & Seasonal changes (Science) Grace Darling (History) Seasides (Geo)	
Big Question						
Other Subject links						
	Autumn 1 Art Drawing/Painting	Autumn 2 DT Playgrounds	Spring 1 Art Collage/3D	Spring 2 DT Moving pictures	Summer 1 Art Textiles/Printing	Summer 2 DT Fruit salad
National Curriculum Objectives	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination  To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	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 or ICT  Make: -Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing -Select from and use a wide range of materials and components, including construction	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination  To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	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 or ICT  Make: -Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing -Select from and use a wide range of materials and components, including construction	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination  To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	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 or ICT  Make: -Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing -Select from and use a wide range of materials and components,

materials, textiles and ingredients	materials, textiles and ingredients	including construction materials, textiles and ingredients
Evaluate: -Explore and evaluate a range of existing products -Evaluate their ideas and products against	Evaluate: -Explore and evaluate a range of existing products -Evaluate their ideas and products against	Evaluate: -Evaluate their ideas and products against design criteria
Technical Knowledge: -Explore and use mechanisms (for example, levers, sliders, wheels and axles) in their products	Technical Knowledge: -Explore and use mechanisms (for example, levers, sliders, wheels and axles) in their products	Cooking and Nutrition:  -Use the basic principles of a healthy and varied diet to prepare dishes -Understand where food comes from

Skills	Drawing: -Produce marks using different tools and mediaUnderstand that different marks can be made using a range of toolsUnderstand that different surfaces may be used to produce an imageUnderstand the element of 'texture' and use different tools and media to show this in their work.  Painting: -Apply paint by using selected brush strokesUnderstand the techniques of mixing colours through adding small amounts of dark to lightDevelop an understanding of overworking an image.	Developing: -I can think of some ideas of my ownI can explain what I want to doI can use pictures and words to plan.  Evaluating: -I can talk about my own work and things that other people have done.  Working with tools: -I can explain what I am making.  Materials: -I can make a structure or model using different materials.  Construction: -I can talk with others about how I want to construct my productI can select appropriate resourcesI can make simple plans before making objects.	Collage: -Experiment with using found materials to create a range of visual effectsSort and select materials according to textureTear, cut, overlap and stick materialsUnderstand the concept of hot and cold colours.  3D: -Develop understanding of line, shape, colour and patternDevelop awareness of pattern, colour and shape in the natural environmentLearn the techniques of pulling, pinching and smoothing clay to produce formsDevelop understanding of relief surfaces. Understand that clay will harden and retain the pattern that has been produced.	Developing: -I can think of some ideas of my ownI can explain what I want to doI can use pictures and words to plan.  Evaluating: -I can talk about my own work and things that other people have done.  Working with tools: -I can explain what I am making.  Materials: -I can make a structure or model using different materials.  Construction: -I can talk with others about how I want to construct my productI can select appropriate resourcesI can make simple plans before making objects.	Textiles: -Develop simple over/under weaving, wrapping and knotting skillsDevelop understanding of tools and materials to embellish fabricUnderstand fabric resist using oil pastels and BrushoApply knowledge of the resist process.  Printmaking: -Use primary colours to produce direct printsMake and use stencils to make negative printsMake a clay slab relief block for printmakingUnderstand how a collograph block can be created using a variety of textured surfaces.	Cooking: -I can cut food safely -I can describe the texture of foodI wash my hands and make sure the surfaces are clean.
Knowledge Organiser		Design: -Have own ideasExplain what I want to do.		Design: -Have own ideasExplain what I want to do.		Design: -Have own ideasExplain what I want to do.

	-Explain what my product is for, and how it will workUse pictures and words to plan, begin to use modelsDesign a product for myself following design criteriaResearch similar existing products.	-Explain what my product is for, and how it will workUse pictures and words to plan, begin to use modelsDesign a product for myself following design criteriaResearch similar existing products.	-Explain what my product is for, and how it will workUse pictures and words to plan, begin to use modelsDesign a product for myself following design criteriaResearch similar existing products.
	Make: -Explain what I'm making and whyConsider what I need to do nextSelect tools/equipment to cut, shape, join, finish and explain choicesMeasure, mark out, cut and shape, with supportChoose suitable materials and explain choicesTry to use finishing techniques to make product look goodWork in a safe and hygienic manner.	Make: -Explain what I'm making and whyConsider what I need to do nextSelect tools/equipment to cut, shape, join, finish and explain choicesMeasure, mark out, cut and shape, with supportChoose suitable materials and explain choicesTry to use finishing techniques to make product look goodWork in a safe and hygienic manner.	Make: -Explain what I'm making and whyConsider what I need to do nextSelect tools/equipment to cut, shape, join, finish and explain choicesMeasure, mark out, cut and shape, with supportChoose suitable materials and explain choicesTry to use finishing techniques to make product look goodWork in a safe and hygienic manner.
	Evaluate  -Talk about my work, linking it to what I was asked to do.  -Talk about existing products considering: use, materials, how they work, audience, where they might be used.  -Talk about existing products, and say what is and isn't good.	Evaluate  -Talk about my work, linking it to what I was asked to do.  -Talk about existing products considering: use, materials, how they work, audience, where they might be used.  -Talk about existing products, and say what is and isn't good.	Evaluate  -Talk about my work, linking it to what I was asked to do.  -Talk about existing products considering: use, materials, how they work, audience, where they might be used.  -Talk about existing products, and say what is and isn't good.

		-Talk about things that other people have madeBegin to talk about what could make product betterBegin to measure and join materials, with some supportDescribe differences in materialsSuggest ways to make material/product stronger.		-Talk about things that other people have madeBegin to talk about what could make product betterBegin to use levers or slides.		-Talk about things that other people have madeBegin to talk about what could make product better.  Food: -Describe textures *wash hands & clean surfacesThink of interesting ways to present foodSay where some foods come from, (i.e. plant or animal)Describe differences between some food groups (i.e. sweet, vegetable etc.)Discuss how fruit and vegetables are healthyCut, peel and grate safely, with support.
Vocabulary	Drawing: Dark/light Thick/thin Curved/Zigzag/Straight Bold Hard/soft Texture Surface Marks  Painting: Strokes Mixing Thick/thin Palette Light/dark Horizontal/lines		Collage: Collage Circle Overlapping Sticking Arranging Hot/cold Stripes Shiny/dull Rough/smooth Light/dark  3D: Line/pattern/shape Beside/next to Between Pull/pinch Smooth Clay slab Impression/press Hard/soft		Textiles: Resist Strip Weaving Warp/weft Frame Over/under Wrap/knot Decorate/embellish  Printmaking: Slab Ink-up Relief impression Relief block Texture Collograph Corrugated Rubbing Print Surface	