



ART & DESIGN AND DESIGN & TECHNOLOGY COMBINED LONG TERM PLAN

Each year group to follow the termly focus to develop skills at appropriate levels based on the Kapow Design and Technology and Art & Design progression of skills combined document. Please use combined plan dated 5.1.23 (latest version)

As part of this combined plan for DT, there are stand-alone lessons to supplement if time

Design & Technology	Cycle 1	Cycle 2	Stand alone
Autumn 1			
Year 1 & 2	Structures- constructing windmills	Structures - baby bear's chair	Year 1/2 Design and technology Unit: Mechanisms: Making a moving story book (Lesson 1) Design and technology Unit: Food: A balanced diet (Lesson 1)
Year 3 & 4	Food - eating seasonally	Structures - pavilions	
Year 5 & 6	Electrical systems- Doodlers	Textiles -waistcoats	
Spring 1			
Year 1 & 2	Textiles - puppets	Mechanisms - fairground wheel	Year 3/4 Design and technology Unit: Textiles: Cross-stitch and appliqué (Lesson 1) Unit: Mechanical systems: Pneumatic toys (Lesson 1 and/or 2)
Year 3 & 4	Digital world- electronic charm	Mechanical systems - making a slingshot car	
Year 5 & 6	Mechanical systems - making a pop-up book	Structure - playgrounds	
Summer 1			
Year 1 & 2	Food - fruit and vegetables	Mechanisms - making a moving monster	Design and technology Unit: Food: adapting a recipe (Lesson 1) Unit: Textiles: Fastenings (Lesson 1)
Year 3 & 4	Structures - constructing a castle	Electrical systems - torches	
Year 5 & 6	Food - what could be healthier	Digital world - navigating the world	

allows on the Kapow website. There is a knowledge organiser for each unit to support with vocabulary and definitions. Please use examples of well-known designers for each unit either local or from around the world.

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Art & Design	Cycle 1	Cycle 2	Stand alone
Autumn 2 Year 1 & 2	Drawing - make your mark (4)	Craft and design: Map it out (5)	Year 1/2 Art and design Unit: Craft: Embellishments - Cycle 1 (Lesson 1, 2 and/or 3) Art and design Unit: Drawing: Tell a story (Lesson 2, 4 and /or 5) Cycle 2
Year 3 & 4	Drawing - growing artists (4)	Drawing: Power prints (5 lessons)	
Year 5 & 6	Sculpture and 3D - interactive installation (4)	Craft and design - photo opportunity (4)	
Spring 2 Year 1 & 2	Sculpture and 3D-paper play (5)	Painting and mixed media - life in colour (5)	Year 3/4 Art and design Unit: Painting and mixed media: Prehistoric painting (Lesson 1, 3 and /or 4) (Cycle 1) Art and design Unit: Sculpture and 3D: Mega materials (Lesson 1, 2 and/or 5) (Cycle 2)
Year 3 & 4	Craft and design: Ancient Egyptian scrolls (5 lessons)	Painting and mixed media - light and dark (5)	
Year 5 & 6	Drawing - make my voice heard (5)	Sculpture and 3D - making memories (5)	
Summer 2 Year 1 & 2	Craft & Design - Woven wonders (5)	Sculpture and 3D - clay houses (5)	Year 5/6 Craft & design - architecture (Cycle 1) Painting and mixed media - artist study (Cycle 2)
Year 3 & 4	Sculpture and 3D (5)	Craft & design - fabric of nature (5)	
Year 5 & 6	Painting and mixed media- portraits (5)	Drawing - I need space (5)	

document.

There is a knowledge organiser for each unit to support with vocabulary and definitions.



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Topics to be interwoven within the EYFS framework and repeated each year to develop core skills.

Design & Technology	Cycle 1	Cycle 2	Extra projects
Autumn 1 EYFS	Structures - junk modelling. Omit lessons 3 and 6 if needed.	Structures - junk modelling. Omit lessons 3 and 6 if needed.	Seasonal projects- as and when necessary, throughout the year. Cooking and nutrition - soup.
Spring 1 EYFS	Textiles - Bookmarks. Omit lessons 3 and 6 if needed.	Textiles - Bookmarks. Omit lessons 3 and 6 if needed.	
Summer 1 EYFS	Structures - boats. Omit lessons 3 and 4 if needed.	Structures - boats. Omit lessons 3 and 4 if needed.	

Art & Design	Cycle 1	Cycle 2	Stand alone
Autumn 2 EYFS	Drawing - marvellous marks. Omit lesson 2 if needed.	Drawing - marvellous marks. Omit lesson 2 if needed.	Art and design Seasonal Crafts as and when relevant throughout the year.
Spring 2 EYFS	Painting and mixed media- paint my world. Omit lesson 1 and 4 if needed.	Painting and mixed media- paint my world. Omit lesson 1 and 4 if needed.	
Summer 2 EYFS	Structures and 3D- creation station. Omit lessons 2 and 3 if needed.	Structures and 3D- creation station. Omit lessons 2 and 3 if needed.	

All topics are six lessons long, however there is an option to omit some lessons and replace with more seasonal activities.

KS1 Craft and design - Woven Wonders

I know that art can be made in different ways.

I can choose, measure, arrange and fix materials.

I can explore plaiting, threading and knotting techniques.

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I can combine techniques in a woven artwork.

KS1 Painting and Mixed Media - Colour Splash

I can Investigate how to mix secondary colours

I can apply knowledge of colour mixing when painting

I can explore colour when printing

I can experiment with paint mixing to make a range of secondary colours

I can apply their painting skills when working in the style of an artist

KS1 Painting and Mixed Media - Life in Colour

I can develop knowledge of colour mixing.

I know how texture can be created with paint.

I can use paint to explore texture and pattern.

I can compose a collage, choosing and arranging materials for effect.

I can evaluate and improve artwork.

LKS2 3D shape and space

I can join 2D shapes to make 3D structures.

I can join materials in different ways when working in 3D.

I develop ideas for 3D artwork.

I can apply knowledge of sculpture when working in 3D.

I can evaluate and improve an artwork.

LKS2 Craft and design - fabric of nature

I can understand starting points in a design process

I can explore techniques to develop imagery.

I can explore using a textile technique to develop patterns

I can learn how to create a repeating pattern

I can understand how art is made for different purposes

UKS2 Sculpture and 3D - Making Memories

I can analyse how art can explore the concept of self
I can explore sculptural techniques
I can use creative experience to develop ideas and plan sculpture
I can apply an understanding of materials and techniques to work in 3D
I can problem solve, evaluate and refine artwork to achieve a chosen outcome