





Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	3D Structures	Drawing Painting, Collage, Portraits	Drawing	Painting	Print mechanisms	DT Mechanisms
Knowledge		Learn about the work of a range of	Use a range of materials	Use a range of materials	Use a range of materials creatively to	Use a range of materials creatively to
and skills	Build structures, exploring how	artists, craft makers and designers,	creatively to design and	creatively to design and make	design and make products.	design and make products.
	they can be made stronger,	describing the differences and	make products	products.	Design purposeful, functional,	Develop a wide range of art and design
	stiffer and more stable.	similarities between different	Select from and use a range	Develop a wide range of art and	appealing products for themselves	techniques in using colour, pattern,
	Use the basic principles of a	practices and disciplines, and	of tools and equipment to	design techniques in using	and other users based on design	texture, line, shape, form and space
	healthy and varied diet to	making links to their own work.	perform practical tasks (for	colour, pattern, texture, line,	criteria.	Select from and use a wide range of
	prepare dishes	Produce creative work, exploring	example, cutting, shaping,	shape, form and space.	Generate, develop, model and	materials and components, including
		their ideas and recording their	joining and finishing). Select from and use a wide	Evaluate and analyse creative	communicate their ideas through	construction materials, textiles and
		experiences. Select from and use a wide range of	range of materials and	works using the language of art, craft and design.	talking, drawing, templates, mock- ups and, where appropriate,	ingredients, according to their characteristics.
		materials and components,	components	Design purposeful, functional,	information and communication	Build structures, exploring how they
		including construction materials,	Evaluate their ideas and	appealing products for	technology.	can be made stronger, stiffer and more
		textiles and ingredients, according	products against design	themselves and other users	Use the basic principles of a healthy	stable.
		to their characteristics.	criteria.	based on design criteria.	and varied diet to prepare dishes.	Use the basic principles of a healthy
		Use the basic principles of a	Build structures, exploring	Generate, develop, model and		and varied diet to prepare dishes.
		healthy and varied diet to prepare	how they can be made	communicate their ideas		
		dishes.	stronger, stiffer and more	through talking, drawing,		
			stable.	templates, mock-ups and, where		
			Use the basic principles of a	appropriate, information and		
			healthy and varied diet to	communication technology.		
			prepare dishes.	Select from and use a wide		
				range of materials and		
				components, including		
				construction materials, textiles and ingredients, according to		
				their characteristics.		
Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	Observational drawing; Printing	Painting	Drawing	Painting	Print Mechanisms	DT Textiles
Knowledge	Develop a wide range of art and	Use a range of materials creatively	Develop a wide range of art		Use a range of materials creatively to	Use a range of materials creatively to
and skills	design techniques in using	to design and make products.	and design techniques in	Design purposeful, functional,	design and make products.	design and make products.
	colour, pattern, texture, line,	Develop a wide range of art and	using colour, pattern,	appealing products for	Select from and use a range of tools	Explore and use mechanisms (for
	shape, form and space.	design techniques in using colour,	texture, line, shape, form and	themselves and other users	and equipment to perform practical	example, levers, sliders, wheels and
	Select from and use a range of	pattern, texture, line, shape, form	space.	based on design criteria.	tasks (for example, cutting, shaping,	axles), in their products.
	tools and equipment to perform	and space.	Select from and use a range	Generate, develop, model and	joining and finishing).	Y2 Develop the creative, technical and
	practical tasks (for example,	Learn about the work of a range of	of tools and equipment to	communicate their ideas	Select from and use a wide range of	practical expertise needed to perform
	cutting, shaping, joining and	artists, craft makers and designers.	perform practical tasks Select from and use a wide	through talking, drawing,	materials and components, including	everyday tasks confidently and to
	finishing). Evaluate their ideas and products	Design purposeful, functional,	range of materials and	templates, mock-ups and, where appropriate, information and	construction materials, textiles and ingredients, according to their	participate successfully in an increasingly technological world.
	against design criteria.	appealing products for themselves	components, including	communication technology.	characteristics.	increasingly technological world.
	Explore and use mechanisms (for	and other users based on design	construction materials,	Explore and evaluate a range of	characteristics.	
	example, levers, sliders, wheels	criteria.	textiles and ingredients,	existing products.		
	and axles), in their products.	Generate, develop, model and	according to their	Evaluate their ideas and		
	,,					
	Develop the creative, technical	communicate their ideas through	characteristics.	products against design		
	Develop the creative, technical and practical expertise needed to	communicate their ideas through talking, drawing, templates, mock-	Evaluate their ideas and	products against design criteria.Build structures,		
	•	communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate,				

	successfully in an increasingly technological world.	information and communication technology. Use the basic principles of a healthy and varied diet to prepare dishes. Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.	exploring how they can be made stronger, stiffer and more stable.	stronger, stiffer and more stable.		
Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	Sculpture; Photography	3-D sculpture; Greek art and	Drawing and Painting	Print Making	Textile and Collage	Food and Nutrition
Knowledge	Improve their mastery of art and	Improve their mastery of art and	Improve their mastery of art	Create sketchbooks to record	Create sketchbooks to record their	3D Pictures Improve their mastery of art and design
and skills	design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).  Y3 Learn about great artists, architects and designers in history.  Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.  Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.  Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).  Learn about great artists, architects and designers in history.  Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.  Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.	and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).	their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computeraided design. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their	observations and use them to review and revisit ideas. Improve their mastery of art and design techniques Evaluate and analyse creative works using the language of art, craft and design. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).  Evaluate and analyse creative works using the language of art, craft and design.  Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.  Y3 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.  Y3 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
Year 4	Autumn 1	Autumn 2	Spring 1	work. Spring 2	Summer 1	Summer 2
Art/DT Focus	Design; Clay work; Crayon art; Photography	The Bayeux Tapestry; Drawing; Embroidery	Drawing	Painting	Printmaking and Textiles	Food and nutrition 3D pictures
Knowledge and skills	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).	Create sketchbooks to record their observations and use them to review and revisit ideas. Y4 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for	Create sketchbooks to record their observations and use them to review and revisit ideas.  Y4 Improve their mastery of art and design techniques, including drawing, painting	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.	Create sketchbooks to record their observations and use them to review and revisit ideas. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).  Y4 Learn about great artists, architects and designers in history.

	Learn about great artists, architects and designers in history.  Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.  Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.  Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.	example, pencil, charcoal, paint, clay) Y4 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Y4 Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Y4 Investigate and analyse a range of existing products.	and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.  Y4 Investigate and analyse a range of existing products.  Y4 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.  Y4 Understand how key events and individuals in design and technology have helped shape the world.	Y4 Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Y4 Investigate and analyse a range of existing products.	functional properties and aesthetic qualities. Y4 Investigate and analyse a range of existing products. Y4 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.  Y4 Investigate and analyse a range of existing products.  Y4 Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	Painting and Sculpture	Printing; Design	Drawing and Painting	Printmaking	Textiles and Collage	Food and Nutrition 3D Sculptures
Knowledge & skills	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint,	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of	Y5 Generate, develop, model and communicate their ideas through discussion, annotated	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil,	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint,

Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art/DT Focus	Modelling and sculpture;	Sculpture; Maya art; Carving	Drawing	Painting and Collage	Printmaking and Textiles	Food and Nutrition
	Abstract art					3D Sculptures
Knowledge	Improve their mastery of art and	Improve their mastery of art and	Improve their mastery of art	Improve their mastery of art and	Select from and use a wider range of	Y6 Prepare and cook a variety of
and skills	design techniques, including	design techniques, including	and design techniques,	design techniques, including	materials and components, including	predominantly savoury dishes using a
	drawing, painting and sculpture	drawing, painting and sculpture	including drawing, painting	drawing, painting and sculpture	construction materials, textiles and	range of cooking techniques.
	with a range of materials (for	with a range of materials (for	and sculpture with a range of	with a range of materials (for	ingredients, according to their	Understand and apply the principles of
	example, pencil, charcoal, paint,	example, pencil, charcoal, paint,	materials (for example,	example, pencil, charcoal, paint,	functional properties and aesthetic	a healthy and varied diet.
	clay).	clay).	pencil, charcoal, paint, clay).	clay).	qualities.	Apply their understanding of how to
	Use research and develop design	Select from and use a wider range				strengthen, stiffen and reinforce more
	criteria to inform the design of	of materials and components,	Evaluate and analyse creative			complex structures. Use research and
	innovative, functional, appealing	including construction materials,	works using the language of			develop design criteria to inform the
	products that are fit for purpose,	textiles and ingredients, according	art, craft and design.			design of innovative, functional,
	aimed at particular individuals or	to their functional properties and				appealing products that are fit for
	groups.	aesthetic qualities.				purpose, aimed at particular individuals
	Y6 Generate, develop, model	Y6 Apply their understanding of				or groups.
	and communicate their ideas	how to strengthen, stiffen and				Y6 Generate, develop, model and
	through discussion, annotated	reinforce more complex structures.				communicate their ideas through
	sketches, cross-sectional and	Y6 Understand and apply the				discussion, annotated sketches, cross-
	exploded diagrams, prototypes,	principles of a healthy and varied				sectional and exploded diagrams,
	pattern pieces and computer-	diet.				prototypes, pattern pieces and
	aided design.	Y6 Prepare and cook a variety of				computer-aided design.
	Y6 Select from and use a wider	predominantly savoury dishes using				
	range of materials and	a range of cooking techniques.				
	components, including					
	construction materials, textiles					
	and ingredients, according to					
	their functional properties and					
	aesthetic qualities.					