



	Colossal Continents		Fire, Fire!!		Life on the Ocean Wave	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Skills to be taught	Autumn 1 Mix a range of secondary colours, shades and tones. • Experiment with tools and techniques, inc. layering, mixing media, scraping through etc. • Name different types of paint and their	Autumn 2 • Designing a pouch Selecting and cutting fabrics for sewing • Decorating a pouch using fabric glue or running stitch Troubleshooting scenarios posed by	·		Summer 1 Layer different media, e.g. crayons, pastels, felt tips, charcoal and ballpoint. Understand the basic use of a sketchbook and work out ideas for drawings. Draw for a sustained	Summer 2 Creating a class design criteria for a moving sea creature • Designing a moving sea creature for a specific audience in accordance with a design criteria • Selecting a suitable
	 Work on a range of scales e.g. large brush on large paper etc. Mix and match colours using artefacts and objects. 	 Evaluating the quality of the stitching on others' work Discussing as a class, the success of their stitching against the success criteria Identifying aspects of their peers' work 		Taste testing food combinations and final products Describing the information that should be included on a label Knowing where to find the nutritional information on packaging	period of time from the figure and real objects, including single and grouped objects. • Experiment with the visual elements; line, shape, pattern and colour	linkage system to produce the desired motions Making linkages using card for levers and split pins for pivots • Experimenting with linkages adjusting the widths, lengths and thicknesses of card
		that they particularly like and why • Joining items using fabric glue or stitching • Identifying benefits of these techniques		Evaluating which grip was most effective Understanding what makes a balanced diet Knowing the five food groups		 Cutting and assembling components neatly Selecting materials according to their





Threading a needle		• Following a design
		brief
 Sewing running 		
stitch, with evenly		Evaluating own
spaced, neat, even		designs against
stitches to join fabric		design criteria
 Neatly pinning and 		 Using peer
cutting fabric using a		feedback to modify a
template		final design
·		· ·
		Evaluating
		different designs
		 Testing and
		adapting a design
		 Learning that
		mechanisms are a
		collection of moving
		parts that work
		together in a
		machine
		macmine
		 Learning that there
		is an input and
		output in a
		mechanism
		medianism
		Identifying
		mechanisms in
		everyday objects
		everyuay objects
		 Learning that a
		lever is something
		that turns on a pivot





						Learning that a linkage is a system of levers that are connected by pivots
Final pieces	ART- Painting Aboriginal art- experiment with different mark making tools and paint eg cotton buds, cocktail sticks etc. Experiment with colour mixing to make appropriate colours for aboriginal art. Produce final piece. Look at the work of Caribbean artist Bernard Hoyes. Discuss colours of the Caribbean and contrasting colours. Produce a final piece based on his work.	DT- Textiles-making a pouch-link to Africa/Jamaica	ART- 3D/sculpture Create a clay Tudor house tealight holder. Manipulate clay effectively to create a coil pot or as slabs and then join and then smooth. Cut beams and attach. Cut out doors and windows. Dry and paint.	DT- Food and Nutrition A Balanced Diet	Art- Drawing Looking at a painting called 'Southwold' by Stanley Spencer. Use to inspire own seaside drawings using a variety of media. Looking at pictures of fish and using a variety of media (pen, pencil, charcoal, ballpoint etc) to explore texture, line, shape and pattern.	DT- Mechanisms Making a moving monster (make this a sea creature to link to topic)



