



Year B Long Term Plan Art and Design and Design Technology YEAR 1

	Calling All Heroes		Around the World in 80 Days		Into the Woods	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Skills to be taught	<p>Use a variety of tools and techniques including the use of different brush sizes and types.</p> <ul style="list-style-type: none"> · Mix and match colours to artefacts and objects. · Work on different scales. · Mix secondary colours and shades · using different types of paint. · Create different textures e.g. use of sawdust. 	<p>Using a template to create a design for a puppet</p> <p>Cutting fabric neatly with scissors</p> <ul style="list-style-type: none"> • Using joining methods to decorate a puppet • Sequencing steps for construction <p>Reflecting on a finished product, explaining likes and dislikes</p> <ul style="list-style-type: none"> • Learning different ways in which to join fabrics together: pinning, stapling, gluing 	<p>Use a variety of tools, inc. pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media.</p> <ul style="list-style-type: none"> · Use a sketchbook to gather and collect artwork. · Begin to explore the use of line, shape and colour 	<ul style="list-style-type: none"> • Identifying what mechanism makes a toy or vehicle roll forwards • Learning that for a wheel to move it must be attached to an axle • Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed <p>Testing mechanisms, identifying what stops wheels from turning, knowing</p> <ul style="list-style-type: none"> • that a wheel needs an axle in order to move <p>Adapting mechanisms</p> <p>Designing a vehicle that includes wheels, axles and axle holders, which will allow the wheels to move</p> <ul style="list-style-type: none"> • Creating clearly labelled drawings which illustrate movement 	<p>Manipulate clay in a variety of ways, e.g. rolling, kneading and shaping.</p> <ul style="list-style-type: none"> · Explore sculpture with a range of malleable media, especially clay. · Experiment with, construct and join recycled, natural and man-made materials. · Explore shape and form. 	<p>Chopping fruit and vegetables safely to make a smoothie</p> <ul style="list-style-type: none"> • Identifying if a food is a fruit or a vegetable • Learning where and how fruits and vegetables grow <p>Tasting and evaluating different food combinations</p> <ul style="list-style-type: none"> • Describing appearance, smell and taste • Suggesting information to be included on packaging <p>Understanding the difference between fruits and vegetables</p> <ul style="list-style-type: none"> • Describing and grouping fruits by texture and taste
Final pieces	Art-Painting	DT-Textiles Design and make a	Art- Drawing	DT-Mechanisms Axels and wheels	Art- 3D/sculpture	DT-food and Nutrition



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	<p>Produce superhero speech bubbles using carefully chosen colours and select type of paint and brushes to produce these.</p> <p>Learn about Pop art and Andy Warhol/Roy Lichenstein</p> <p>Experiment with use of different brush strokes to produce different techniques.</p>	<p>Superhero Puppet using different ways to join fabric.</p>	<p>Sketching bicycles using different media.</p> <p>Experiment with mark making with different thicknesses of pencils.</p> <p>Sketch part of bike eg chain, wheel etc.</p>	<p>Explore a variety of wheeled toys. Design wheeled toy using axels and wheels and then follow design to make and evaluate.</p>	<p>Clay Owls (linked to Owl Babies) Use tools to create texture.</p>	<p>Fruit and vegetable smoothies.</p>
						