



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





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
		Learning that there
		is an input and
		output in a
		mechanism
		• Identifying
		mechanisms in
		everyday 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)



