** Art and Design and Technology Long Term Plans**

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|  | Art and Design Objective | How this will be achieved | Design and Technology Objective | How this will be achieved |
| Year 3 | Use sketchbooks to collect, record and evaluate ideas  Improve mastery of techniques such as drawing, painting and sculpture with varied materials  Learn about great designers | Cave paintings linked to stone age.  Large scale modern art – Matisse.  Historical progression from Stone age to modern art.  Carnival linked to Rio Olympics  Make art for an opening ceremony.  Sir Jony Ive – designing future gadgets.  Lego designers – Ole Kirk Christiansen. | Use research and criteria to develop products which are fit for purpose  Evaluate existing products and improve own work  Understand seasonality; prepare and cook mainly savoury dishes | Jony Ive – Junk model gadget which they have designed.  Stone age jewellery.  Sculpture, Iconic sculptures eg. Easter Island heads – Create a sculpture as a symbol for their own country.  Root veg stew over fire, linked to prehistoric cooking. |
| Year 4 | Use sketchbooks to collect, record and evaluate ideas  Improve mastery of techniques such as drawing, painting and sculpture with varied materials  Learn about great artists | Collect and design mosaics. Link to science symmetry.  Mosaic mastery of technique torn paper, to printing with wood blocks, clay tile joining skills to lead on to Iron Man.  Sculpture of the Iron Man in clay.  Rousseau linked to rainforest.  Work of local mosaic artist (Elaine Goodwin Exeter - Memories City Wall) and compare to ancient Roman mosaics. Stoke Hill clay mosaic tile using school grounds as inspiration. | Use annotated sketches and prototypes to explain ideas  Evaluate existing products and improve own work | Mazes link to Greek topic.  Evaluate toy mazes with ball rolling through. Maze maths and drawn mazes. Prototype of own design with Diennes and Lego.  Electricity making own “Steady Hand” buzzer game. Mastery design own “Operation” game linked to science digestive system. |
| Year 5 | Use sketchbooks to collect, record and evaluate ideas  Improve mastery of techniques such as drawing, painting and sculpture with varied materials  Learn about great architects | Anglo Saxon and Viking shields  Longboats and catapults  War artists- watercolours and silhouettes  Arcimbaldo- pictures with veg  Fruit and Veg printing-workshop  Amber Locke- photographer  Sculpture trail at Exeter University  Gaudi | Use mechanical and electrical systems in own products, including programming  Cook savoury dishes for a healthy and varied diet | Make a vegetable stew, fruit salad  Growing our own fruit and veg |
| Year 6 | Use sketchbooks to collect, record and evaluate ideas  Improve mastery of techniques such as drawing, painting and sculpture with varied materials  Learn about great artists | Study, discuss and imitate the work of Diego Rvera  Study, discuss and imitate the work of Frida Kahta  Dadaism & Kardinsky (WWI topic link in Autumn term) – Share and discuss style. Imitate style to create own piece. | Use research and criteria to develop products which are fit for purpose and aimed and specific groups  Use annotated sketches, cross-section diagrams and computer aided designs  Analyse and evaluate existing products and improve own work | Spring 1 – Mothers day present = equipment holder (sewing)  Wire figures, possibly using mod rock or pipe cleaners, to create an Aztec warrior figure. |