



BIRCH HILL
PRIMARY SCHOOL AND NURSERY

	Autumn term		Spring term		Summer term		Stand alone lessons
	Art and design	Design and technology	Art and design	Design and technology	Design and technology	Art and design	
EYFS: Reception	<p><u>Drawing: Marvellous marks</u> Exploring mark making through different drawing materials. Beginning to draw from observation using faces and self-portraits as a stimulus.</p>	<p><u>Textiles: Bookmarks</u> Pupils develop and practise threading and weaving techniques using various materials and objects. They look at the history of the bookmark from Victorian times versus modern-day styles. The pupils apply their knowledge and skills to design and sew their own bookmarks.</p>	<p><u>Painting and mixed media: Paint my world</u> Exploring paint and painting techniques through nature, music and collaborative work. Developing creativity through child-led exploration of mixed-media, making collages and transient art.</p>	<p><u>Structures: Junk modelling</u> In this unit, pupils explore various junk modelling ideas by learning about different types of permanent and temporary joins. They are encouraged to tinker with a combination of materials and joining techniques in the junk modelling area</p>	<p><u>Structures: Boats</u> In this unit, children explore what is meant by 'waterproof', 'floating' and 'sinking', then experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own</p>	<p><u>Sculpture and 3D: Creation station</u> Exploring the sculptural qualities of malleable materials and natural objects; developing the use of tools and joining techniques; designing and making clay animal sculptures.</p>	<p>Design and technology Unit: <u>Seasonal projects</u> - as and when relevant throughout the year.</p> <p>Art and design <u>Seasonal Crafts</u> as and when relevant throughout the year.</p>



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Year 1	<p><u>Mechanisms: Making a moving story book</u> Explore slider mechanisms and the movement they output to design, make and evaluate a moving storybook from a range of templates.</p>	<p><u>Drawing: Make your mark</u> Exploring mark making and line; working and experimenting with different materials through observational and collaborative pieces</p>	<p><u>Sculpture and 3D: Paper play</u> Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculptures</p>	<p><u>Cooking and nutrition: Smoothies</u> Cutting and juicing fruits and vegetables to create a smoothie that meets a design brief, this unit gives the children opportunities to develop food preparation skills with an increased focus on taste testing and ingredient choices.</p>	<p><u>Craft: Woven wonders</u> Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña <u>Textiles: Puppets</u> Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating</p>	<p><u>Mechanisms-wheels-and-axles</u> Learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders work. Design and make a moving vehicle.</p>	<p><u>Painting and mixed media : Colour splash</u> Exploring colour mixing through paint play, using a range of tools to paint on different surfaces and creating paintings inspired by Clarice Cliff and Jasper Johns.</p>
Year 2	Art and design	Design and technology	Art and design	Design and technology	Art and design	Design and technology	<p>AUTUMN 1 Design and technology Unit: <u>Cooking and nutrition: Balanced diet (Lesson 1)</u></p>
	<p><u>Drawing: Tell a story</u> Using storybook illustration as a stimulus, children develop their mark-making to explore a wider range of tools and experiment with creating texture to add detail to drawings</p>	<p><u>Mechanisms: Making a moving monster</u> Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.</p>	<p><u>Painting and mixed media: Life in colour</u> Developing colour mixing skills, learning about the work of artist Romare Bearden and creating textured papers using paint, children compose collages inspired by their exploration of colour and texture in the world around them.</p>	<p><u>Structures: Baby bear's chair</u> Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.</p>	<p><u>Craft and design: Map it out</u> Responding to a design brief, children learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas</p>	<p><u>Textiles-pouches</u> Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.</p>	



Year 3	Art and design	Art and design	Design and technology	Design and technology	Design and technology	Art and design	Design and technology Unit: Mechanical systems: Pneumatic toys (Lesson 1 and/or 2)
	Drawing: Growing Artists Developing an understanding of shading and drawing techniques to create botanical inspired drawings	24/25 Mechanisms: Pop up books Nuffield scheme Painting and mixed media: Prehistoric painting Discovering how and why our ancient ancestors made art, experimenting with natural materials to make homemade paints and playing with scale to paint on a range of surfaces	24/25 Print project with South Hill Park Textiles: Cross-stitch and appliqué Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and decorate a T-shirt.	Textiles: Recycling T-shirts into Draw string bags (sewing)	cooking and nutrition: adapting a recipe Adapting an existing bread recipe while considering the cost of ingredients and other expenses against a set budget, this unit includes new lessons with teacher and pupil videos to develop the children's food preparation skills and adapt a recipe to suit a target audience.	Sculpture and 3D: Abstract shape and space Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro.	



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							Unit: Cooking and nutrition: Adapting a
Year 4	<p>Painting and mixed media: Light and dark Developing skills in colour mixing, focusing on using tints and shades to create a 3D effect. Experimenting with composition and applying painting techniques to a personal still life piece</p>	<p>Structure: Prisons Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, prison.</p>	Viking Collage	<p>Sculpture and 3D: Mega materials Exploring how different materials can be shaped and joined and learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp, children create their own sculptures.</p>	<p>Craft and design: Fabric of nature Using the flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to design a repeating pattern suitable for fabric.</p> <p>Design and technology Electrical systems: Torches Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.</p>	<p>Art and design Unit: Craft and design: Ancient Egyptian scrolls Developing design and craft skills taking inspiration from Ancient Egyptian art and pattern and paper making</p>	<p>recipe (Lesson 2) Unit: Textiles: Fastenings (Lesson 1)</p> <p>Drawing: Power prints</p> <p>Mechanical systems option 1: Mechanical cars (5 lessons) Mechanical systems option 2: Making a slingshot car (4 lessons)</p>
Year 5	Design and technology	Art and design	Design and technology	Art and design	Design and technology	Art and design	

	<p>Textiles: stuffed cushion Designing a stuffed cushion and making decisions on materials, decorations and attachments (appendages) after learning how to sew a blanket stitch</p>	<p>Sculpture and 3D: Interactive installation Learning about the features of installation art and how it can communicate a message; exploring the work of Cai Guo-Qiang and discovering how our life experiences can inspire our art; investigating how scale, location and interactive elements affect the way visitors experience installation art.</p>	<p>Mechanical systems : Making a pop-up book Creating a functional pop-up book using levers, sliders, layers and spacers to create paper-based mechanisms.</p>	<p>Drawing: I need space Exploring the purpose and impact of images from the 'Space race' era of the 1950s and 60s; developing independence and decision-making using open-ended and experimental processes; combining drawing and collagraph printmaking to create a futuristic image</p>	<p>Cooking and nutrition: Developing a recipe Learning a simple recipe and adapting it to improve nutritional content, this unit provides new lessons with teacher and pupil videos to develop the children's food preparation skills</p>	<p>Painting and mixed media: Portraits Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media</p>	<p>Design and technology Digital world: monitoring devices</p>
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	SHAKESPEARE	Design and technology	Art and design	Time to Shine	Art and design	Design and technology	
Year 6	<p>Drama focus: Shakespeare To allow children to experience acting using Shakespeare's original words and perform in a real theatre. Explore life of Shakespeare, Elizabethan theatres and the texts of the two plays.</p>	<p><u>Electrical systems: Doodlers</u> Exploring series circuits and introducing motors by investigating an existing motorised product, this unit encourages the pupils to problem-solve and understand a product's construction before developing their own</p>	<p><u>Painting and mixed media: artist study</u> Exploring a selection of paintings through art appreciation activities. Collecting ideas in sketchbooks and planning for a final piece after researching the life, techniques and artistic intentions of an artist that interests them.</p>	Revision for SATS	<p><u>Sculpture and 3D: Making memories</u> = Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning</p>	<p><u>Digital world: Navigating the world</u> Design and program a navigation tool to produce a multifunctional device for trekkers using CAD 3D modelling software. Pitch and explain the product to a guest panel.</p>	