Year 3 & 4 Cycle B

Assessment criteria (taken from the NC documents for BOTH art and DT): Artist/architect/designer: Gary Hodges Henry Winstanley- built the first lighthouse in England Art- Drawing Equipment & materials: (e.g. pencil, charcoal, paint, clay) Different hardness of sketching pencils, rubber, charcoal Junk modelling, paper machè, paints, electrical circuit components Art- Drawing Technique/skills: (designing, painting, sculpting, hardness of pencils to show line and tone. Drawing: drawing) • Sketch lightly (no need to use a Gary Hodges Henry Winstanley- built the first lighthouse in England	
documents for BOTH art and DT): Equipment & materials: (e.g. pencil, charcoal, paint, clay) Different hardness of sketching pencils, rubber, charcoal Junk modelling, paper machè, paints, electrical circuit components Art- Drawing Technique/skills: (designing, painting, sculpting, hardness of pencils to show line and tone. Different hardness of sketching pencils, rubber, charcoal Junk modelling, paper machè, paints, electrical circuit components • Sketch lightly (no Technique/skills: (designing, painting, sculpting, drawing) Drawing: Children to experiment with and learn how the hardness of a pencil effects the tones you can draw. Children to practise sketching lightly using lots of marks to build up the thick lines. Children to learn how to create shadows and light by shading and using a ru	
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	lbber.
 need to use a rubber to correct mistakes). Use shading to show light and Sculpture: Children to learn how to create textures and strengthen materials using paper Children to learn the function of lighthouses. 	er machè.
shadow. <u>Sketchbook work</u> <u>DT process (evidenced in sketchbooks)</u>	
 DT- Sculpture Use mouldable materials to create texture. Make a working model of a light house. Final piece- Children to make a working model of a lighthouse. Final piece- Children to make a working model of a lighthouse. Children to draw a self-portrait. 	
Make	

		 Start to understand that mechanical and electrical systems have an input, process and output. Know how simple electrical circuits and components can be used to create functional products. Start to think about their ideas as they make progress and be willing to change things if this helps them to improve their work.
		 Review Start to evaluate their product against original design criteria Begin to evaluate familiar products (peers work) and consider the views of others to improve them. Evaluate the key designs of individuals in design and technology has helped shape the world.
C	Language: Drawing- line, tone, sketch, hardness, graphite, rubber, light, shadow, shading Sculpture and electrics- circuit, wire, bulb, battery, series circuit, paper machè, strengthen, mould, texture	

Autumn 2	Art- Painting Children to create a piece of art that covey's strong emotion inspired by 'The Scream'. DT- Children to make a stable, waterproof, windproof shelter outside.	Context: Homelessness - Linked text; Winter's Child
Assessment criteria (taken from the NC documents for BOTH art and DT): Art- Painting • Mix tertiary colours effectively. • Experiment with creating mood with colour.	Artist/architect/designer: Equipment & materials: (e.g. pencil, charcoal, paint, clay)	Edvard Munch Henry Hopkins Sibley- invented the Sibley tent Paints, different thicknesses of brushes, unconventional paining components, pastels
	Technique/skills: (designing, painting, sculpting, drawing) Colors and Moods Red - Pasien, enhanced metabolism Orange - Sense of Welcoming, energy Yellow - Happiness, positivity Crees - Harmoey, stability Blac - peace, relaxation Pueple - Lucury, romance Black - Power, elegance, edginess White - purity, simplicity Thrown - Dependability, friendliness	Painting: Children to learn how mix tertiary colours effectively. Children to understand how colours can be chosen to convey mood in a painting. Children to experiment with brushes and nonstandard painting instruments. If time children could re-create their images in pastel as Munch did himself. Tertiary Colors: Image: the state of the stat
	Sketchbook work Colour wheel of cold/warm/happy/sad/angry colours labelled by the children. Examples of children mixing tertiary colours.	 DT process (evidenced in sketchbooks) Design With growing confidence generate ideas for an item, considering its purpose and the user/s. Identify a purpose and establish criteria for a successful product. Understand how well products have been designed, made, what materials have been used and the construction technique.

	IARY SCHOOL CURRICULUM OVERVIEW 2023-2024
Final piece- A painting that conveys strong emotion.	 Learn about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products. Know to make drawings with labels when designing simple prototype When planning explain their choice of materials and components including function and aesthetics.
	Make
	 Start to work safely and accurately with a range of simple tools. Start to think about their ideas as they make progress and be willing to change things if this helps them to improve their work. Start to measure, tape or pin, cut and join fabric with some accuracy. (tent hooks, rope)
	Review
	 Start to evaluate their product against original design criteria Evaluate the key designs of individuals in design and technology has helped shape the world.
Language: Painting- colour, line, tone, mood, emot	ion, cold/warm colours, tertiary, secondary, primary

Spring 1	Art- Drawing and painting Children to create their own 'Stone Age' inspired cave art.	Context: The Stone Age - Linked text; Stone Age Boy
Assessment criteria	Artist/architect/designer:	The Dordogne, France: Lascaux's prehistoric cave paintings
(taken from the NC	Equipment & materials:	Oil pastels, charcoal, sketching pencils, water colours (to wash only), thin and thick
documents for BOTH	(e.g. pencil, charcoal, paint, clay)	brushes
art and DT):	Technique/skills:	Drawing:
	(designing, painting, sculpting,	Children to learn which size brushes and how much water creates the best
Art- Drawing and	drawing)	watercolour washes.
 painting Use watercolour paint to produce washes for backgrounds. Use hatching and cross hatching to show tone and texture. 		Children to learn how to use hatching and cross hatching to shade drawings. Children to learn how hatching and cross hatching can be used to make shadows and add tone. Flat wash Variegated wash Graded wash
	Sketchbook work Examples of children experimenting with using different thicknesses of brushes and volumes of water to create a good wash. Example of using cross hatching and hatching to shade and add tone. Final piece- Children to create a wall hanging (paper) inspired by cave art. Language: Drawing- line, shading, pattern, pastels, b	DT process- N/A Art focus this half term lending, pressure, thickness, hb, charcoal

Spring 2	Art- Textiles and printing Children to create a wall-hanging/big art inspired by the ocean.	Context: Ocean Explorers - Linked text; Big Blue Whale
 Assessment criteria (taken from the NC documents for BOTH art and DT): Art – Textiles and printing Use layers of two or more colours. Replicate patterns observed in natural or built environments. Make printing blocks (e.g. from coiled string glued to a block). Make precise repeating patterns. Colour fabric. Create weavings. 	Artist/architect/designer: Equipment & materials: (e.g. pencil, charcoal, paint, clay) Technique/skills: (designing, painting, sculpting, drawing) Image: State of the stat	The Great Wave or simply The Wave, a woodblock print by the Japanese ukiyo-e artist Hokusai. Weaving materials, assortment of water coloured fabrics, glue, cardboard (to make a printing block), string, digital media Printing: Children to create several small printing blocks that allow the children to learn the difference between relief and incised printing. Children to look to nature to inspire their printing block patterns. Children to practise creating repeated patterns and layers of colour for effect. Children to add digital media online or of their own creation for effect. Children to explore how they can weave different materials together to create patterns and textures. Children to use PVA glue to create their own collages to add to their ocean wall hangings. Children to explore different ways of colouring fabrics e.g. tie dye DT process (evidenced in sketchbooks)- N/A art focus this half term
	string	

Summer 1	DT- Construction and materials Children to design a model of a vehicle, that can move forwards, backwards, left and right, inspired by the book 'The Journey'.	Context: Travelling/journeys - Linked text; The Journey	
Assessment criteria	Artist/architect/designer:	Art Ingels- inventor of the go-kart	
(taken from the NC documents for BOTH	Equipment & materials: (e.g. pencil, charcoal, paint, clay)	Junk materials, cardboard, glue, scissors, Velcro, tape, dowel, wheels	
art and DT):	Technique/skills:(designing, painting, sculpting, drawing)	Construction and materials: Children to practise joining and strengthening materials using different cut outs and	
 DT- Materials and construction Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the 	slots. Children to learn how to make chassis that have a movable axel that allows them to travel in different directions. Children to learn how to mark out and cut materials (in cm) with increasing accuracy.		
the perimeter of the material (such as	Sketchbook work	DT process (evidenced in sketchbooks)	
 material (such as slots or cut outs). Select appropriate joining techniques. Choose suitable techniques to construct products. Strengthen materials using suitable techniques. 	 Photos of children marking out, measuring and joining materials in a variety of ways. Photos of children experimenting with different cutting and shaping techniques. Final piece- Children to make a model of a vehicle that can move left, right, forwards and backwards. 	 Design With growing confidence generate ideas for an item, considering its purpose and the user/s. Start to order the main stages of making a product. Identify a purpose and establish criteria for a successful product. Understand how well products have been designed, made, what materials have been used and the construction technique. Learn about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products. Know to make drawings with labels when designing. When planning explain their choice of materials and components including function and aesthetics. 	

WOODLANDS PRIMARY	SCHOOL CURRICULUM OVERVIEW 2023-2024
	Make
	 Select a wider range of tools and techniques for making their product i.e. construction materials and kits, textiles, food ingredients, mechanical components and electrical components. Explain their choice of tools and equipment in relation to the skills and techniques they will be using. Measure, mark out, cut, score and assemble components with more accuracy. Start to work safely and accurately with a range of simple tools. Start to think about their ideas as they make progress and be willing to change things if this helps them to improve their work. Review Start to evaluate their product against original design criteria Begin to evaluate familiar products and consider the views of others to improve them. Evaluate the key designs of individuals in design and technology has helped shape the world.
Language: Materials and sculpture, levers, sliders, w	wheels, axles, strengthening, assemble, joining, hinge, flap, axel, chassis, aesthetics
	meens, aries, strengthering, assemble, joining, ninge, nap, arei, chassis, desthetics

Summer 2	Art and DT- Textiles and sculpture Children to create batik portraits of Egyptian Pharaohs. Children to design and make their own Egyptian sarcophagi out of clay.	Context: Ancient Egypt - Linked text; N/A
Assessment criteria	Artist/architect/designer:	N/A
(taken from the NC	Equipment & materials:	Fabric, Batik, rollers, brushes, card, clay, sculpting tools
documents for	(e.g. pencil, charcoal, paint, clay)	
BOTH art and DT):	Technique/skills:	Textiles:
	(designing, painting, sculpting, drawing)	Children to learn how to use Batik to colour fabrics.
 Art and DT- Textiles and Sculpture Select the most appropriate techniques to decorate textiles. Colour fabric using batik. Create textures that convey feelings and expressions. Add materials to provide interesting detail. 	 Techniques to try if you add too much water, the clay will become too slippery to work with. Once heated, coating the finished piece with varnish brings out the natural colour of the clay. 	Children to experiment with different ways to decorate fabrics eg. PVA, gold pens etc. Sculpture: Children to experiment with textures to convey feelings and expression. (Using paper first and then clay.) Children to explore how adding different materials create effects. Types of Cois Shore of Cois
	Sketchbook work	DT process (evidenced in sketchbooks)
	Examples of children experimenting with different textures with paper and then clay. Sketches of designs (evidence of work being	Design
	developed towards a final design).	Start to order the main stages of making a product.

Final piece-Portraits of pharaohs using batik to decorate fabrics. An individual, decorated sarcophagus.	•	Identify a purpose and establish criteria for a successful product. Know to make drawings with labels when designing. When planning explain their choice of materials and components including function and aesthetics.
	Make	
	• • Revie	Select a wider range of tools and techniques for making their product i.e. construction materials and kits, textiles, food ingredients, mechanical components and electrical components. Start to think about their ideas as they make progress and be willing to change things if this helps them to improve their work. Start to measure, tape or pin, cut and join fabric with some accuracy.
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	•	Start to evaluate their product against original design criteria Begin to evaluate familiar products and consider the views of others to improve them.
Language: Sculpture and textiles- coils, arches, donuts,	twists, t	praids, tearing, spirals, curls, chains, folding, rolling, collage, sculpture