KS1 Cycle A

Autumn 1	 Art- Collage Children to make a mixed media collage inspired by the book 'Troll Swap'. DT- Food Children to make a healthy snack for the trolls. 	Context: Local community- Linked text; Troll Swap
Assessment criteria	Artist/architect/designer:	Karla Gerrard
(taken from the NC documents for	Equipment & materials: (e.g. pencil, charcoal, paint, clay)	Collage materials, pencils, pastels, scissors, glue, pastels, photographs- children to take themselves and include in their collage
 BOTH art and DT): Art- Collage Create their own interesting patterns to use in their collage. 	Technique/skills: (designing, painting, sculpting, drawing)	Collage: Children to collect their own collage materials from home/school/recycling. Children to take and edit their own photographs using software (on iPads) to include in their collage. Children to create their own patterns on paper and incorporate them into their collages. Food:
 Sort and arrange materials with good effect. Mix materials to create texture. 		Children to hold kitchen equipment such as knifes correctly and safely. Children to state ways they can prepare food hygienically and explain why this is important. Children to demonstrate the differences between grating, peeling and cutting.
DT- Food	Sketchbook work	DT process
 Cut, peel and grate ingredients safely and hygienically. Measure or weigh 	Children to experiment with drawing different patterns. Children to experiment with editing photographs they have taken (photo evidence stuck inside sketchbook).	 Design Begin to develop their design ideas through discussion Identify a purpose for what they intend to design and make. Make
using measuring cups or electronic scales.	Final piece- 'Homes' artwork in sketchbook.	With help measure and cut with some accuracy.Learn to use hand tools safely and appropriately.
 Independently assemble ingredients. 		ReviewEvaluate their work against their design criteria.

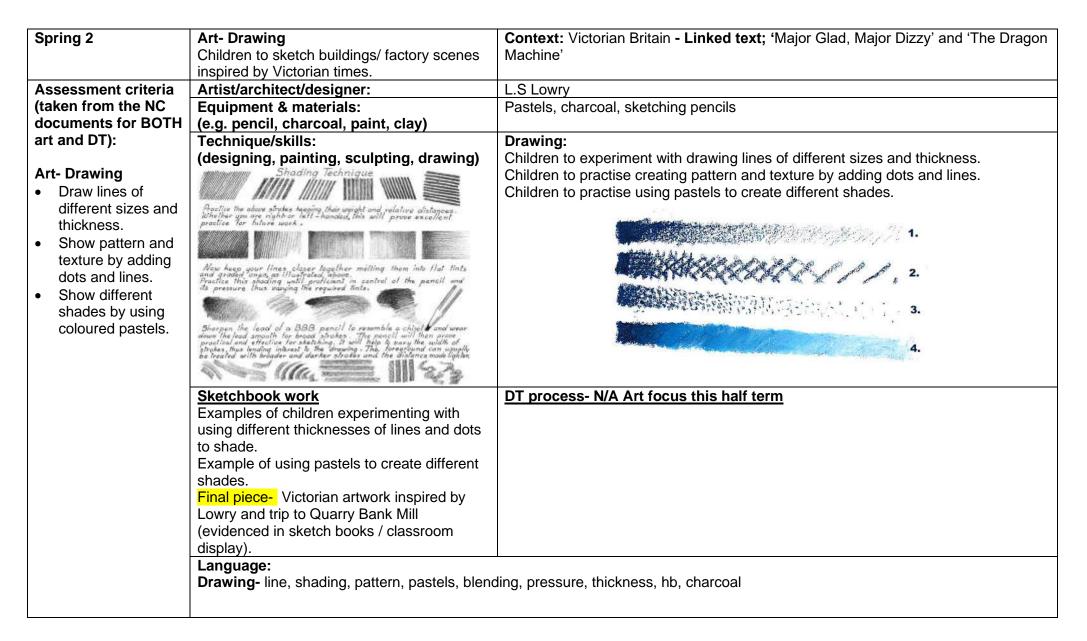
	 Look at a range of existing products explain what they like and dislike about products and why. With confidence talk about their ideas, saying what they like and dislike about them.
Language: Collage- photo, editing, rip, tear, cut, patt Food- cut, peel, grate, safety, prepare, as	ern, texture, colour ssemble, recipe, instructions, ingredients, measure, hygiene

Autumn 2	Art and DT- Sculpture Children to make a clay owl inspired by the book 'The Owl Who Was Afraid of the Dark'.	Context: Woodlands/forests - Linked text; The Owl Who Was Afraid of the Dark'
Assessment criteria	Artist/architect/designer:	N/A
(taken from the NC	Equipment & materials:	Clay, sculpting instruments
documents for	(e.g. pencil, charcoal, paint, clay)	
BOTH art and DT):	Technique/skills: (designing, painting, sculpting, drawing)	Sculpture: Children to explore carving a combination of shapes into clay.
Art and DT- Sculpture • Use a	Chry Traductores to Try	Children to practise sticking a combination of shapes on to clay. Children to explore using different lines to add texture to clay. Effectively use techniques such as rolling, cutting, moulding and carving.
combination of shapes.	Angel and Angel	
Include lines and texture.	The second secon	
Use techniques such as rolling,	Sketchbook work	DT process
cutting, moulding and carving.	Photos of children experimenting with line, shape and pattern with the clay.	Design
		 Start to generate ideas by drawing on their own and other people's experiences.
	Final piece- Clay owl	 Begin to develop their design ideas through discussion, observation, drawing and modelling.
		 Understand how to identify a target group for what they intend to design and make based on a design criteria.
		 Develop their ideas through talk and drawings and label parts.

	 Make Begin to select tools and materials; use correct vocabulary to name and describe them. Learn to use hand tools safely and appropriately. Start to assemble, join and combine materials in order to make a product. Review
Language: Sculpture- mould, carve, roll, clay, sculpting too	 Evaluate their work against their design criteria. With confidence talk about their ideas, saying what they like and dislike about them. Is, sculpture, line, shape, pattern, texture

Spring 1	 DT- Construction and mechanics Children to create their own 'junk modelling' inventions inspired by the 'Industrial Revolution'. Art and DT- Textiles Children to design and make their own 'Dolly Peg' solider inspired by the book 'Major Glad, Major Dizzy'. 	Context: Victorian Britain - Linked text; 'Major Glad, Major Dizzy' and 'The Dragon Machine'
Assessment criteria	Artist/architect/designer:	Edward Cartwright
(taken from the NC	Equipment & materials:	Weaving materials, junk modelling, dolly peg, levers, sliders, wheels, axles, glue,
documents for	(e.g. pencil, charcoal, paint, clay)	tape, scissors, split pins, Velcro, hole punch, string
BOTH art and DT):	Technique/skills:	Construction and materials:
DT- Construction	(designing, painting, sculpting, drawing)	Children to explore and use mechanisms e.g. levers, sliders, wheels and axles.
and materials	Gluing	Children to explore different ways to join and strengthen materials.
 Build structures, 	Safety pin	Textiles:
exploring how		Children to begin to use different methods including running stich to join textiles.
they can be made	Joining fabric	Children to explore decorating textiles in different ways e.g. fabric pens, glitter,
stronger, stiffer	Pinning	sequins etc.
and more stable.		Children to explore how to join materials and create patterns by paper weaving
 Explore and use mechanisms e.g. 	Sewing	and plaiting.
levers, sliders,	A	
wheels and axles.	Sketchbook work	DT process
Art and DT- Textiles		
Use weaving	Examples of children's plaiting, weaving and	Design
to create a	running stitch.	Start to generate ideas by drawing on their own and other people's
pattern.Beginning to	Examples of different ways to decorate	experiences.
join materials	textiles.	 Begin to develop their design ideas through discussion, observation,
using a	Photographs of children strengthening and joining materials in different ways.	drawing and modelling.
running stitch.	Photographs of children exploring	 Identify a purpose for what they intend to design and make.
 Use plaiting. 	mechanisms.	 Develop their ideas through talk and drawings and label parts.
		 Make templates and mock ups of their ideas in card and paper or using ICT.

 Shape textiles using templates. Decorate textiles using a number of techniques. 	Final piece- Dolly Peg solider- with woven flag/plaited hair Junk model invention that demonstrates strengthening techniques and mechanisms.	 Make Build structures, exploring how they can be made stronger, stiffer and more stable. Begin to select tools and materials; use correct vocabulary to name and describe them. With help measure and cut with some accuracy. Learn to use hand tools safely and appropriately. Start to assemble, join and combine materials in order to make a product. Demonstrate how to cut, shape and join fabric to make a simple product. Use basic sewing techniques. Start to choose and use appropriate finishing techniques based on own ideas.
	Language: Textiles- running stitch, needle, thread, weaving Constructions and materials- levers, sliders, w	 Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying strengths and possible changes they might make. With confidence talk about their ideas, saying what they like and dislike about them.



Summer 1	Art- Painting Children to create a watercolour painting	Context: De-forestation/environment- Linked text; The Last Wolf
Assessment criteria	inspired by nature. Artist/architect/designer:	Monet
(taken from the NC	Equipment & materials:	Brushes, watercolours, sketching pencils
documents for BOTH	(e.g. pencil, charcoal, paint, clay)	
art and DT):	Technique/skills:	Painting:
Art- Painting	(designing, painting, sculpting, drawing)	Children to explore how adding more/less water impacts the shades of watercolour paints.
 Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels. 		Children to experiment with using different thicknesses of brushes and different brush strokes. Children to experiment with adding white and black to paint to create tints and tones.
	Sketchbook work Examples of children experimenting with different brush strokes and thicknesses of brushes. Colour wheel of different shades of colours. Final piece- Large scale watercolour work inspired by Monet.	
	Language: Painting- light, dark, tint, tone, watercolour	r, mix, colour wheel, shade, stroke, brush

Summer 2	DT- Materials, Art- Sculpture Children to design and make a model of a bridge inspired by their visit to Menai. Class competition: Which bridge can hold the most weight?	Context: Menai residential- Linked text; N/A
Assessment criteria	Artist/architect/designer:	Isambard Kingdom Brunel
(taken from the NC	Equipment & materials:	Junk materials, cardboard, glue, scissors, Velcro, tape
documents for BOTH	(e.g. pencil, charcoal, paint, clay)	
art and DT):	Technique/skills:	Construction and materials:
	(designing, painting, sculpting,	Practise measuring in cm using a ruler and start to mark lengths with increasing
DT- Materials	drawing)	accuracy.
 Cut materials safely using tools provided. Begin to measure and mark out to the nearest centimetre. Demonstrate a 		Practise joining materials in different ways e.g. hinges, folds etc.Sculpture:Children to explore using a variety of materials to make a strong structure.Children to explore ways to strengthen structures (building on invention project from last time).
 range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). 	Sketchbook workPhotos of children marking out, measuring and joining materials in a variety of ways. Photos of children experimenting with different ways to strengthen structures.Final piece- Children to design and make a model of their own bridge.	 DT process Design Start to generate ideas by drawing on their own and other people's experiences. Begin to develop their design ideas through discussion, observation, drawing and modelling. Identify a purpose for what they intend to design and make. Develop their ideas through talk and drawings and label parts. Make templates and mock ups of their ideas in card and paper or using ICT.
		 Make Build structures, exploring how they can be made stronger, stiffer and more stable.

	 Begin to select tools and materials; use correct vocabulary to name and describe them. With help measure and cut with some accuracy. Learn to use hand tools safely and appropriately. Start to assemble, join and combine materials in order to make a product.
	 Review Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying strengths and possible changes they might make.
Language: Materials and sculptu	re - levers, sliders, wheels, axles, strengthening, assemble, joining, hinge, flap