Derwent & Southill Federation Curriculum Map
Art, Design and Technology

Resources used:

Kapow

Key	Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	Early Learning Goals	ELG: Fine Motor Skills Children at the expected level of development will: - Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases; - Use a range of small tools, including scissors, paint brushes and cutlery; - Begin to show accuracy and care when drawing.			ELG: Creating with Materials Children at the expected level of development will: - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used; - Make use of props and materials when role playing characters in narratives and stories.		
Early Years - Year A	Fine Motor Skills	Able to hold a pencil with thumb and have good control Learn to write/copy own name and other names of children in the class. Using scissors. Dough Disco. Children draw freely. Support at lunch use cutlery and pour a drink with control (independently). See Writing for further fine motor skills. Mouse control in Computing.	Dough Disco. Children are able to use a paintbrush and glue spreader. Children carry scissors safely. Children can form letters that they recognise correctly. Children thread different shapes (link to 2D Shapes). Children can do the zip on their coat independently. Cutting fruit and vegetables for snack.	Dough Disco. Children continue to accurately write more letters and numbers, holding a pencil confidently. See Writing for further fine motor skills.	Dough Disco. Children can use different mark making utensils. See Writing for further fine motor skills.	Dough Disco. Children have the correct pencil grip and good control. Children learn to fasten and unfasten buttons. See Writing for further fine motor skills.	Dough Disco. Children can hold paper in position and use their preferred hand for writing. Children are beginning to write on the lines and control letter size. Children learn to tie shoe laces. See Writing for further fine motor skills.
	People, Culture and Communities	Singing familiar songs. RhymeTimes. Musical movements – clapping different rhythms – linked to classroom rules. I clap, you clap. Construction – using the outdoor construction area. Using different materials to build. Drawing – link to stories from topic. Drawing self-portrait using a mirror. Harvest songs in preparation for October Harvest Festival.	Children are able to manipulate materials to achieve the desired effect – children explore different ways of using materials. Children can construct with a purpose in mind. Children use different mark making equipment, paintbrushes, glue, pens, scissors etc.	Children explore colour mixing bags. Children can select tools, and techniques they need to shape, assemble and join materials together. Tints and shades: Adding white to a colour and adding black to a colour. Making a 1 base colour picture.	Children can explore different textures and materials. Children can think of uses for the different materials. Mother's Day cards with 3D elements.	Children can develop their ideas through working on processes that interest them. Topic link – children will create a minibeast hotel. What types of materials will the mini-beasts enjoy? Does it need to be in the sunshine or hidden behind the trees? * Observational drawing of a minibeast.	Children can make decisions about how different materials are combined and used.

Early Years - Year B	Fine Motor Skills	Funky fingers weekly activities for fine motor skills (threading, cutting, weaving, playdough, Lego, mobilo etc.) Mark making Able to hold a pencil	Funky fingers weekly activities for fine motor skills (threading, cutting, weaving, playdough. Lego, mobilo etc.) Mark making Show preference for	Funky fingers weekly activities for fine motor skills (threading, cutting, weaving, playdough, Lego, mobilo etc.) Mark making Handle tools, objects	Funky fingers weekly activities for fine motor skills (threading, cutting, weaving, playdough, Lego. mobilo etc.) Mark making Hold a pencil	Funky fingers weekly activities for fine motor skills (threading, cutting, weaving, playdough, Lego, mobilo etc.) Mark making Continue to develop	Funky fingers weekly activities for fine motor skills (threading, cutting, weaving, playdough, Lego, mobilo etc.) Form letters correctly (lower case and
	People, Culture and Communities	Begin to experiment with and mix colours to paint Draw self-portraits Develop joining, cutting and sticking skills to create junk models	Continue to experiment with colour mixing Explore using different textures and materials to create collages Printing and splatter painting –	Begin to colour mix with more accuracy Develop drawing self portraits Use different textures and materials to create collages of the Planets in the Solar	Colour mix accurately Select the tools and techniques they need to assemble materials they are using Refine a variety of artistic techniques to express ideas and	Explore light and dark with colour mixing Create observational drawings Begin to use and explore a variety of materials, tools and techniques	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; Extend knowledge of colour mixing
Key Stage One	Year 1 Southill Year A	Dinosaurs: Primary, secondary colours Colour mixing Pinch pot clay dinosaur heads Texture rubbings	Ourselves: Fabric faces Joining methods for fabric Running stitch	Kings and Queens: Famous artists: Picasso, Arcimboldi, Paul Klee Andy Warhol	Up in the Air: Making smoothies Fruit and vegetables, where they grow Design a fruit and vegetable smoothie and packaging	Growing: Mechanisms Wheels and axles Designing and making a vehicle with moving parts	Seaside: Mark making Shade and tone Grades of pencil Colour mixing Observational drawing
	Year 2 Southill Year B	Magical Journeys: Structures, Baby Bear's chair Exploring the stability of a design Designing a windmill Designing for a client	Formidable Fire: Printing Monoprinting Shading techniques Texture	Fabulous and Famous: Landscapes and cityscapes Painting techniques Looking at: Monet, Van Gogh, Seurat and Lowry	Island Adventure: Mechanisms making a moving sea monster Creating pivots, levers and linkages	Reduce, Reuse, Recycle: Sculpture: Reader, Rothschild, Hepworth, Jamison, Quinn, Townsley, Goldsworthy	Sensational Safari: Designing, making and evaluating animal finger puppets Creating animal print clay tiles Revisiting hot and cold colours and colour wheel
wo	Year 3 Southill Year A	Stone Age/Iron Age: Mixed media Tones and shades Making own paints Painting with tools Clay work	Extreme Earth: Moving monsters, pneumatics Exploring pneumatic systems Designing, making and evaluation pneumatic monster	Ancient Egypt: Portraits/ Death masks Colour mixing skills Adding black and white to make tones Clay cartouches Egyptian necklaces	Wondrous Water: Designing, making and evaluating a cushion Applying 2 new sewing techniques – cross-stitch and applique	Ancient Mayans: 3D sculpture Mayan masks Worry dolls	Rainforests: Edible garden Planting seeds and caring for them Learning where seasonal vegetables grow Following a recipe Safety and hygiene rules

Lower Key Stage T	Year 4 Southill Year B	Ancient Greece: Chimera Clay Eyes Developing drawing skill and knowledge of different media. Drawing using tonal values, painting and printing techniques. The children explore printing different textures using bubble wrap and textured wallpaper. Move on to designing and creating a clay dragon eye. Use sketchbooks to record observations and to review and revisit ideas.	European Explorers: Light up pictures Series and parallel circuits Different types of switches Wood joined frames	Romans: Drawing Roman busts Developing shading skills/value scale Using charcoal Roman architecture Relief printing	What's it like in…: Designing, making and evaluation a sling-shot car Making a house using nets Using glue gun to construct Colour theory – painting tone	Smashing Saxons: Anglo-Saxon jewellery Variety of joining methods Punching holes, gluing, wrapping and sewing Illuminated initials	Somewhere to Settle: Designing, making and evaluation a recycled material castle Handmade nets to make towers and turrets
Upper Key Stage Two	Year 5	Vikings: Tonal values Self portraits Viking clay faces Viking ship collage using mixed media	Marvellous Maps: Computing to a floor robot Create adventure maps Joining methods to make a scale adventure map and evaluating	Tudors: Holbein portraits Painting, improving brush techniques Computer portraits Portraits using photography	Magnificent Mountains: Free standing structures, strengthening and reinforcing Testing and evaluating marble runs	Victorians: William Morris wallpaper painting Observational drawings of flowers and plants Kehinde Wiley creating a self portrait	Enough for Everyone: The global food unit Cooking using a variety of ingredients from around the world
	Year 6	Schools in Henlow Villaget: Birds, sketches and sculptures Mike Godwin Relief printing onto textured backgrounds Contour drawings as templates for moulding wire sculptures Fingerprint art – Cheryl Sorg Mixed media	Amazing America: Designing, making and evaluating felt phone cases Using a paper template Using running stitch, whip stitch, back stitch and blanket stitch	World War II: Henry Moore – Air raid shelter drawings and sculptures	Trade and Economics: - Super seasonal cooking Importance of seasonal buying Balances seasonal meals Learning different preparation and cooking techniques	Entertainment and Leisure: Introduction to perspective and vanishing points A view through a window - architecture from around the world. Colour wheel, receding and advancing colours	Changing World: Automata animals Using simple cams Joining, shaping and cutting accurately Designing, making and evaluating their machines.