

Art Curriculum Coverage: Key Stage One

Expected Vocabulary. NC Objectives. Intended activities. Additional knowledge for prior learning for KS2

Cross curricular(English) Cross curricular(Maths) Ten key skills

Year One	Curriculum Objective	Knowledge/Activity	Vocab
Topic / Autumn One	N/A Art this half term	N/A Art this half term	N/A Art this half term
Topic / Autumn Two Structures: Constructing a windmill Inspired by the song 'Mouse in a Windmill', design and construct a windmill for a client (mouse) to live in. Explore various typed of windmill, how they work and their key features.	Follow design criteria to meet the needs of a user. Make a stable structure. Make functioning sails/blades that attach to the supporting structure. Improve their windmill.	Lesson 1: Windmills To create a stable structure. Lesson 2: Making the sails To use tools and equipment accurately to make part of a structure Lesson 3: Attaching the sails To join parts of a structure. Lesson 4: Evaluating windmills To evaluate a structure.	axle base centre equal evaluate middle rotate rotor rotor blades sails same stable strong structure
Topic / Spring One	N/A Art this half term	N/A Art this half term	N/A Art this half term
Topic / Spring Two Textiles Puppets Explore methods of joining fabric. Design and make character based hand puppet using a preferred joining technique, before decorating. Example	Join fabrics together using pins, staples or glue. Design a puppet and use a template. Join their two puppets' faces together as one. Decorate a puppet to match their design.	Lesson 1: Joining fabrics To join fabrics together using different methods. Lesson 2: Designing my puppet To use a template to create my design. Lesson 3: Making and joining my puppet To join two fabrics together accurately.	decorate design fabric glue model hand puppet safety pin staple stencil template

theme: storybook character. Alternative theme: Easter animals.		Lesson 4: Decorating my puppet To embellish my design using joining methods.	
Topic / Summer One	N/A Art this half term	N/A Art this half term	N/A Art this half term
Topic / Summer Two Cooking and nutrition: Smoothies Opportunities for children to learn food preparation skills and greater emphasis on taste testing and ingredient choices.	Describe fruits and vegetables and explain how to identify fruits. Name a range of places that fruits and vegetables grow. Describe basic characteristics of fruit and vegetables. Prepare fruits and vegetables to make a smoothie.	Lesson 1: Fruits To identify fruits. Lesson 2: Growing To describe where fruits and vegetables grow. Lesson 3: Cutting and juicing To practise food preparation skills. Lesson 4: Testing ingredients To select ingredients for a recipe. Lesson 5: Making smoothies To apply food preparation skills to a recipe. Lesson 6: Evaluating To evaluate against the design brief	blend blender chopping board compare cut design evaluate flavour fork fruit healthy ingredients juice juicer
Year Two			
Topic / Autumn One	N/A Art this half term	N/A Art this half term	N/A Art this half term
Topic / Autumn Two Cooking and Nutrition: Balanced diet Opportunities for children to learn about the importance of a balanced diet and use that	Name the main food groups and identify foods that belong to each group. Describe the taste, feel and smell of a given food. Think of three different wrap ideas, considering flavour combinations. Construct a wrap that meets the design brief and their plan.	Lesson 1: Food groups To recognise foods and their food groups Lesson 2: Balanced meals To identify the balance of food groups in a meal. Lesson 3: Preparing ingredients To identify an appropriate piece of equipment to prepare a given food.	appearance balanced carbohydrates chopping board combination cut dairy design design brief diet

knowledge to create a tasty wrap.		<p>Lesson 4: Taste testing ingredients To select balanced combinations of ingredients.</p> <p>Lesson 5: Planning recipes To design based on criteria.</p> <p>Lesson 6: Creating and evaluating wraps To evaluate a dish based on design criteria.</p>	<p>evaluate feel fruit grate</p>
Topic / Spring One	N/A Art this half term	N/A Art this half term	N/A Art this half term
<p>Topic / Spring Two</p> <p>Structures: Baby Bear's Chair</p> <p>Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop improved solution for him to use.</p>	<p>Identify man-made and natural structures. Identify stable and unstable structural shapes. Contribute to discussions. Identify features that make a chair stable. Work independently to make a stable structure, following a demonstration. Explain how their ideas would be suitable for Baby Bear. Produce a model that supports a teddy, using the appropriate materials and construction techniques. Explain how they made their model strong, stiff and stable.</p>	<p>Lesson 1: Exploring stability To explore the concept and features of structures and the stability of different shapes.</p> <p>Lesson 2: Strengthening materials To understand that the shape of the structure affects its strength.</p> <p>Lesson 3: Making Baby Bear's chair To make a structure according to design criteria.</p> <p>Lesson 4: Fixing and testing Baby Bear's chair To produce a finished structure and evaluate its strength, stiffness and stability.</p>	<p>design criteria man-made natural properties structure stable shape model test</p>
Topic / Summer One	N/A Art this half term	N/A Art this half term	N/A Art this half term
<p>Topic / Summer Two</p> <p>Textiles: Pouches</p> <p>Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.</p>	<p>Sew a running stitch with regular-sized stitches and understand that both ends must be knotted. Prepare and cut fabric to make a pouch from a template. Use a running stitch to join the two pieces of fabric together. Decorate their pouch using the materials provided.</p>	<p>Lesson 1: Running stitch To sew a running stitch.</p> <p>Lesson 2: Using a template To sew a running stitch.</p> <p>Lesson 3: Making a pouch To join fabrics using a running stitch.</p> <p>Lesson 4: Decorating a pouch To decorate a pouch using fabric glue or stitching.</p>	<p>decorate fabric fabric glue knot needle needle threader running stitch sew template thread</p>

Art Curriculum Coverage: Key Stage Two

Expected Vocabulary. NC Objectives. Intended activities. Additional knowledge for upper year groups

Year Three	Curriculum Objective	Knowledge/Activity	Vocab
Topic / Autumn One	N/A Art this half term	N/A Art this half term	N/A Art this half term
<p>Topic / Autumn Two</p> <p>Structures: Constructing a castle</p> <p>Identify and learn about key features of a castle, before designing and making a recycled-material castle (structure).</p>	<p>Draw and label a simple castle that includes the most common features. Recognise that a castle is made up of multiple 3D shapes.</p> <p>Design a castle with key features which satisfy a given purpose.</p> <p>Score or cut along lines on the net of a 2D shape.</p> <p>Use glue to securely assemble geometric shapes.</p> <p>Utilise skills to build a complex structure from simple geometric shapes.</p> <p>Evaluate their work by answering simple questions.</p>	<p>Lesson 1: Features of a castle To recognise how multiple shapes (2D and 3D) are combined to form a strong and stable structure.</p> <p>Lesson 2: Designing a castle To design a castle.</p> <p>Lesson 3: Nets and structures To construct 3D nets.</p> <p>Lesson 4: Building a castle To construct and evaluate my final product.</p>	<p>2D</p> <p>3D</p> <p>castle</p> <p>design</p> <p>key features</p> <p>net</p> <p>scoring</p> <p>shape</p> <p>stable</p> <p>stiff</p> <p>strong</p> <p>structure</p> <p>tab</p>
Topic / Spring One	N/A Art this half term	N/A Art this half term	N/A Art this half term
<p>Topic / Spring Two</p> <p>Cooking and nutrition: eating seasonally</p> <p>Including opportunities for children to learn about seasonal foods and create a seasonal fruit tart.</p>	<p>Explain that fruits and vegetables grow in different countries based on their climates.</p> <p>Understand that seasonal fruits and vegetables grow in a given season.</p> <p>Understand that eating seasonal fruit and vegetables positively affects the environment.</p> <p>Design a tart recipe using seasonal ingredients.</p>	<p>Lesson 1: Food around the world To explain why food comes from different places around the world.</p> <p>Lesson 2: Seasonal food To explain the benefits of seasonal foods.</p> <p>Lesson 3: Cutting and peeling To develop cutting and peeling skills.</p> <p>Lesson 4: Tasting seasonal ingredients To evaluate seasonal ingredients.</p>	<p>appearance</p> <p>arid</p> <p>climate</p> <p>complementary</p> <p>country</p> <p>cut</p> <p>design</p> <p>evaluate</p> <p>export</p> <p>fruit</p> <p>grate</p> <p>import</p> <p>ingredients</p>

		<p>Lesson 5: Making a mock-up To design a mock-up using criteria.</p> <p>Lesson 6: Evaluating seasonal tarts To evaluate a dish.</p>	Mediterranean
Topic / Summer One	N/A Art this half term	N/A Art this half term	N/A Art this half term
<p>Topic / Summer Two</p> <p>Textiles: Fastenings</p> <p>Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve.</p>	<p>Identify the features, benefits and disadvantages of a range of fastening types.</p> <p>Write design criteria and design a sleeve that satisfies the criteria.</p> <p>Make a template for their book sleeve.</p> <p>Assemble their case using any stitch they are comfortable with.</p>	<p>Lesson 1: Evaluating fastenings To explain the advantages and disadvantages of different types of fastening type.</p> <p>Lesson 2: Designing my book sleeve To design a product to meet design criteria.</p> <p>Lesson 3: Paper mock-up and preparing fabric To make and test a paper template.</p> <p>Lesson 4: Assembling my book sleeve To assemble a book jacket.</p>	<p>Criteria</p> <p>Fabric</p> <p>Fastening</p> <p>Fix</p> <p>Mock-up</p> <p>Stitch</p> <p>Template</p>
Year Four			
<p>Topic / Autumn One</p> <p>Cooking and nutrition: adapting a recipe</p> <p>Including opportunities for children to learn basic biscuits recipe and adapt it to suit a target audience.</p>	<p>Describe features of biscuits using taste, texture and appearance.</p> <p>Follow a recipe with support.</p> <p>Use a budget to plan a recipe.</p> <p>Adapt a recipe using additional ingredients.</p>	<p>Lesson 1: Existing biscuits To evaluate existing biscuit products.</p> <p>Lesson 2: Basic biscuits To prepare and cook a dish.</p> <p>Lesson 3: Budgeting To select ingredients and follow a budget.</p> <p>Lesson 4: Packaging To take inspiration from existing products.</p> <p>Lesson 5: Market research To make and test a prototype biscuit.</p> <p>Lesson 6: Evaluating biscuits To evaluate a final product.</p>	<p>adapt</p> <p>addition</p> <p>appearance</p> <p>budget</p> <p>buttery</p> <p>combine</p> <p>comment</p> <p>compare</p> <p>construct</p> <p>cream</p> <p>crunchy</p> <p>cuboid</p> <p>cut</p> <p>design</p>

Topic / Autumn Two	N/A Art this half term	N/A Art this half term	N/A Art this half term
Topic / Spring One 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.	Identify electrical products and explain why they are useful. Help to make a working switch. Identify the features of a torch and how it works. Describe what makes a torch successful. Create suitable designs that fit the success criteria and their own design criteria. Create a functioning torch with a switch according to their design criteria.	Lesson 1: Electrical products To learn about electrical items and how they work. Lesson 2: Evaluating torches To analyse and evaluate electrical products. Lesson 3: Torch design To design a product to fit a set of specific user needs. Lesson 4: Torch assembly To make and evaluate a torch.	battery bulb buzzer conductor circuit circuit diagram electricity insulator series circuit switch component design design criteria diagram
Topic / Spring Two	N/A Art this half term	N/A Art this half term	N/A Art this half term
Topic / Summer One Textiles: Cross stitch and applique. Learn and apply two new sewing techniques (cross stitch and applique). Utilise these new skills to design and make a cushion or Egyptian Collar	Demonstrate their ability to use cross-stitch as a decorative feature or to join two pieces of fabric together. Develop appliqué designs based on design criteria. Design, cut and shape their template for an usekh/wesekh collar, with increasing accuracy. Decorate their Egyptian collar using a variety of techniques such as appliqué, cross-stitch, beads, buttons and pinking. Measure and attach a ribbon with a running stitch. Recognise different types and qualities of fabrics. Explain the aesthetic and/or functional properties of some of their material choices.	Lesson 1: Cross-stitch and appliqué To learn how to sew cross-stitch and to appliqué. Lesson 2: Egyptian collars To develop and use a template. Lesson 3: Developing the collars To assemble fabric parts into a fabric product. Lesson 4: Finishing their collars To decorate fabric using appliqué and cross-stitch.	appliqué cross-stitch fabric running stitch patch thread embellish template cotton silk polyester wrinkle tear water-resistant
Topic / Summer Two	N/A Art this half term	N/A Art this half term	N/A Art this half term
Year Five			
	N/A Art this half term	N/A Art this half term	N/A Art this half term

Topic / Autumn One			
<p>Topic / Autumn Two</p> <p>Mechanical systems: Pop-up book</p> <p>Create a functional four page pop-up storybook design, using lever, sliders and spacers to create paper-based mechanisms.</p>	<p>Produce a suitable plan for each page of their book. Produce the structure of the book. Assemble the components necessary for all their structures/mechanisms. Hide the mechanical elements with more layers using spacers where needed. Use a range of mechanisms and structures to illustrate their story and make it interactive for the users. Use appropriate materials and captions to illustrate the story.</p>	<p>Lesson 1: Pop-up book page design To design a pop-up book.</p> <p>Lesson 2: Making my pop-up book To follow my design brief to make my pop up book.</p> <p>Lesson 3: Using layers and spacers To use layers and spacers to cover the working of mechanisms.</p> <p>Lesson 4: Writing and illustrating To create a high-quality product suitable for a target user.</p>	<p>design</p> <p>input</p> <p>motion</p> <p>mechanism</p> <p>criteria</p> <p>research</p> <p>reinforce</p> <p>model</p>
Topic / Spring One	N/A Art this half term	N/A Art this half term	N/A Art this half term
<p>Topic / Spring Two</p> <p>Textiles: Stuffed toys</p> <p>Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch. Alternative theme: Stuffed Easter Eggs.</p>	<p>Design a stuffed toy, considering the main component shapes of their toy. Create an appropriate template for their stuffed toy. Join two pieces of fabric using a blanket stitch. Neatly cut out their fabric. Use appliqué or decorative stitching to decorate the front of their stuffed toy. Use blanket stitch to assemble their stuffed toy, repairing when needed. Identify what worked well and areas for improvement.</p>	<p>Lesson 1: Designing a stuffed toy To design a stuffed toy.</p> <p>Lesson 2: Blanket stitch To sew a blanket stitch.</p> <p>Lesson 3: Details and appendages To create and add decorations to fabric.</p> <p>Lesson 4: Stuffed toy assembly To use a blanket stitch to assemble the components of a stuffed toy.</p>	<p>accurate</p> <p>annotate</p> <p>appendage</p> <p>blanket-stitch</p> <p>design criteria</p> <p>detail</p> <p>evaluation</p> <p>fabric</p> <p>sew</p> <p>shape</p> <p>stuffed toy</p> <p>stuffing</p> <p>template</p>
Topic / Summer One	N/A Art this half term	N/A Art this half term	N/A Art this half term
<p>Topic / Summer Two</p> <p>Cooking and nutrition: Developing a recipe</p> <p>Opportunities for children to learn a simple Bolognese recipe and</p>	<p>Describe the process of beef production. Research a traditional recipe and make changes to it. Add nutritional value to a recipe by selecting ingredients. Prepare and cook a version of bolognese sauce.</p>	<p>Lesson 1: From farm to fork To understand how ingredients are reared and processed.</p> <p>Lesson 2: Different choices To make adaptations to design a recipe.</p> <p>Lesson 3: Nutritional value To evaluate nutritional content.</p>	<p>abattoir</p> <p>adaptation</p> <p>balanced</p> <p>beef</p> <p>brand</p> <p>cook</p> <p>cross-contamination</p> <p>cut</p>

adapt it to improve nutritional content.		<p>Lesson 4: Preparing ingredients To practise food preparation skills.</p> <p>Lesson 5: Designing labels To design a product label.</p> <p>Lesson 6: Making bolognese To follow and make an adapted recipe.</p>	<p>design enhance equipment evaluate farm grate</p>
Year 6			
Topic / Autumn One	N/A Art this half term	N/A Art this half term	N/A Art this half term
<p>Topic / Autumn Two</p> <p>Cooking and nutrition: Come dine with me</p> <p>Opportunities to supplement the 'Come Dine With Me' project with learning about basic tastes and complimentary flavours.</p>	<p>Find a suitable recipe for their course. Record the relevant ingredients and equipment needed. Follow a recipe, including using the correct quantities of each ingredient. Write a recipe, explaining the process taken. Explain where certain key foods come from before they appear on the supermarket shelf.</p>	<p>Lesson 1: Complementary flavours (optional) To explain the use of complementary flavours.</p> <p>Lesson 2: Three ingredients; three courses To research and design a three-course meal.</p> <p>Lesson 3: Ingredients and skills (optional) To explain recipe choices.</p> <p>Lesson 4: To start... To apply culinary skills and knowledge.</p> <p>Lesson 5: The main course To apply culinary skills and knowledge.</p> <p>Lesson 6: Dessert To apply culinary skills and knowledge.</p>	<p>balance bitter bridge method complement cookbook cross-contamination enhance equipment farm to fork flavours ingredients method research pairing</p>
Topic / Spring One	N/A Art this half term	N/A Art this half term	N/A Art this half term
<p>Topic / Spring Two</p> <p>Structures: Playgrounds</p>	<p>Create five apparatus designs, applying the design criteria to their work. Make suitable changes to their work after peer evaluation. Make roughly three</p>	<p>Lesson 1: Design a new playground To design a playground with a variety of structures.</p> <p>Lesson 2: Building structures</p>	<p>apparatus design criteria equipment playground</p>

Research existing playground equipment and their different forms before designing and developing a range of apparatus to meet a list of specified design criteria.	different structures from their plans using the materials available. Complete their structures, improving the quality of their rough versions and applying some cladding to a few areas. Secure their apparatus to a base. Make a range of landscape features using a variety of materials which will enhance their apparatus.	To build a range of structures. Lesson 3: Perfecting structures To improve and add detail to structures. Lesson 4: Playground landscapes To create a surrounding landscape.	landscape features cladding
Topic / Summer One	N/A Art this half term	N/A Art this half term	N/A Art this half term
Topic / Summer Two Digital World: Navigating the world 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.	Incorporate key information from a client's design request such as 'multifunctional' and 'compact' in their design brief. Write a program that displays an arrow to indicate cardinal compass directions with an 'On start' loading screen. Identify errors (bugs) in the code and suggest ways to fix (debug) them. Self and peer evaluate a product concept against a list of design criteria with basic statements. Identify key industries that use 3D CAD modelling and why. Recall and describe the name and use of key tools used in Tinkercad (CAD) software. Combine more than one object to develop a finished 3D CAD model in Tinkercad. Complete a product pitch plan that includes key information.	Lesson 1: Navigating the world To write a design brief and criteria based on a client request. Lesson 2: Programming a navigation tool To write a program to include multiple functions as part of a navigation device. Lesson 3: Product concept To develop a sustainable product concept. Lesson 4: 3D CAD models To develop 3D CAD skills to produce a virtual model. Lesson 5: Product pitch To present a pitch to 'sell' the product to a specified client.	smart smartphone equipment navigation cardinal compass GPS tracker design brief design criteria client function application (apps) pedometer program duplicate