St Michael's Primary School

Art & DT: long term planning

	Autumn 1 *Art*	**Autumn 2** *DT*	**Spring 1** *Art*	**Spring 2** *DT*	**Summer 1** *Art*	**Summer 2** *DT*
Nursery	**Drawing ourselves** Children will draw simple representations of themselves, including key features such as eyes, mouth, arms, and legs, and begin to choose colours and shapes that reflect their appearance.	**Constructing pieces together** Children will begin to combine and join materials to create simple models, understanding how pieces fit together.	**Constructing vertically and horizontally** Children will build structures with increasing control and awareness of direction, using vertical and horizontal construction **Representing seasons with colours.** Children will use colour purposefully to represent the changing seasons, showing an awareness of how colour relates to mood, weather, and environment.	**Creating closed shapes** Children will experiment with drawing and forming enclosed shapes and begin to use them to represent objects or people in their artwork. **Observational Drawings** Children will closely observe and draw familiar objects or natural items, noticing and including small details in their artwork.	**Drawing** Children will explore drawing tools to create marks, lines, and shapes, developing control and expression through their drawings.	**Choosing media to make a model or picture** Children will make independent choices about which materials and tools to use for creative tasks, showing confidence in their selections.
Reception	**Drawing our families** Children will create drawings of their families, showing awareness of relationships and using lines and shapes to represent different people.	**Creating patterns** Children will explore repeating patterns and create their own using lines, shapes, and colours in both two and three dimensions. **Junk Modelling** Children will repurpose everyday items to create imaginative models, showing creativity and basic joining skills.	**Collaging** Children will explore and layer different materials, textures, and shapes to create collage pictures and designs. **Joining techniques** Children will develop and apply simple joining techniques (e.g., glue, tape, tabs) to attach materials	**Printing** Children will experiment with printing techniques using a variety of tools and objects to create repeated patterns and textures.	**Making homes** Children will design and construct simple models of homes, considering structure, shape, and materials.	**Constructing using different materials.** Children will explore and select a variety of materials to build and model, choosing based on texture, strength, and purpose.

"The seed on good soil stands for those with a noble and good heart, who hear the word, retain it, and by persevering produce a crop." – Luke 8:15

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			securely in their constructions.			
Year 1	**Spirals** Explore mark-making with the whole body and tools, building confidence in lines, spirals, and observation. Use sketchbooks creatively, reflect on work, and respond to artists to develop personal expression.	**Build a Bug Hotel (Freestanding structures) –** designing and making a simple structure outdoors.	**Exploring Watercolour** Exploring watercolour and discovering we can use accidental marks to help us make art.	**Design a Healthy Smoothie (Food & nutrition) –** Preparing fruits/vegetables, safe cutting, tasting and evaluating.	**Making Bird** Develop observational drawing and explore mark-making, transforming 2D into 3D through collage and sculpture. Create bird sculptures inspired by artists, focusing on structure and balance, and reflect through a collaborative display.	**Create a Moving London Bus (Mechanisms: slider/lever**) – planning and assembling a simple moving picture or model
Year 2	**Explore and Draw** Pupils improve observational drawing using varied media (graphite, pen, pastel) in sketchbooks, experimenting with line, texture, and composition.	**Make a Snowmobile Model (Mechanisms: wheels & axles)** – Understanding rotational movement in toy design.	**Expressive Painting** Children experiment with gestural mark-making, exploring colour mixing and abstract still-life painting through playful, intuitive approaches.	**Construct a Survival Den (Freestanding structures) –** exploring stability, materials, and joining techniques.	**Stick Transformation Project** Using imagination and sketchbook planning, students transform found sticks into sculptures (e.g., dolls, masks), cut/connect materials, and reflect on their creative process.	**Prepare a Healthy Picnic (Food & nutrition) –** Planning, preparing and evaluating simple nutritious food.
Year 3	**Gestural Drawing with Charcoal** Pupils explore loose, full-body charcoal drawing, focusing on dramatic light/dark (chiaroscuro) and narrative through movement.	**Cook Healthy Wraps (Food & nutrition) –** exploring food groups and cooking basic recipes. .	**Cloth, Thread and Paint** Combining paint and hand-stitched thread, students respond to landscape, exploring texture, mixed media layering, and personal mark making.	**Design a Cam Automaton (Mechanisms: cams) –** building a mechanical toy to transform rotary into linear motion	**Making Animated Drawings** Learners understand the basics of animation by creating sequential drawings that move, experimenting with narrative flow through images.	**Build a Mini Greenhouse (Structures: strengthening techniques) –** planning and constructing a framed, stable structure.
Year 4	**Storytelling through Drawing** Pupils explore narrative and sequence via accordions or	**Make a Pneumatic Monster (Mechanical systems: pneumatics) –** introducing air pressure	**Exploring Still Life** Children study still life genres and create their own observational	**Develop a Chocolate Bar & Pack (Shell structures + packaging design) –** combining	**Festival Feasts** Collaborative mixed-media sculptures linking food and	**Design a Torch with Circuit (Electrical systems) –** building a simple circuit and switch to light a torch.

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	comics, interpreting poetry/prose through varied drawing media.	in movement mechanisms.	compositions, developing skills in lighting, perspective, and detail.	food and structural design with packaging.	culture, where students plan, construct, paint, and present community artworks.	
Year 5	**Typography and Maps** Students design bespoke fonts from close observational drawings, then combine drawing and construction to make pictorial or 3D maps expressing identity or place.	**Bake Festival Bread (Food & nutrition) –** combining food design with cultural exploration and practical baking.	**Mixed Media Land and City Scapes** Learners combine media (e.g. collage, paint, drawing) to capture the essence of landscapes or urban scenes with layered and textured responses.	**Create a Planet Mobile (Cams, moving mechanisms) –** designing a kinetic art piece using cams.	**Architecture: Dream Big or Small** Children explore the work of architects and individual builder/designers, and use sketchbooks and drawing to collect, process and reflect upon ideas. Children then go on to build an architectural model of their aspirational home or tiny house, before sharing as a class to see the village that has been made	**Build a Balloon-Powered Car (Mechanical systems: forces & motion) –** exploring propulsion and structural integrity.
Year 6	**2D Drawing to 3D Making** Children develop 2D sketches into 3D forms—sculptural or graphic—learning technical processes like scaling, armatures, and material choice.	**Use CAD to Make a Textile Organiser (Textiles + CAD) –** planning and constructing a product using digital design and fabric assembly.	**Exploring Identity** Pupils explore self-expression through mixed media sculptural or drawn works, reflecting on personal background, culture, and meaning.	**Design a Security Device (Electrical systems: circuits & control) –** creating a device that responds to environmental input.	**Brave Colour** Students use bold colour, form, and light to create immersive, expressive environments—experimenting and responding at an intense sensory level	**Create a Pulley Mechanism (Mechanical systems: pulleys)** – designing to lift or move items using pulley systems.

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