



Ilam C E (V A) Primary School : Topic Overview- Years 4,5 and 6 (Kingfisher Class)

Art/DT

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
A 2021/22	Make a set of Juggling Balls and using tie dye to decorate (DT) Investigate and analyse a range of existing products. Develop a design based around a design criteria. Use appropriate techniques to decorate and dye fabric. Name and understand the use of different stitches.	Create War Art images and learn about well-known War Artists (Art) Create sketch books to record their observations. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. Learn about great artists, designers and architects in history. Focus upon the work of Paul Nash and also look how art was used in propaganda.	Roman themed art (Art) Create sketch books to record their observations. Improve their mastery of art and design techniques, including drawing and 3D work with a range of materials. Learn about the influence that the romans had on art and design Sculpture mosaic and jewellery Experiment with a range of collage techniques such as tearing, overlapping and layering to create	To prepare and make a Global Food feast for the children in school (DT) Know, explain and give examples of food that is grown and the wider world. Understand about seasonality, how this may affect the food availability. Explain nutritional similarities between different types of food eaten around the	Victorian Art (Art) Create sketch books to record their observations. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. Learn about the influence of Lowry Identify and draw the effect of light, scale and proportion from different directions Explore the colour palette used by Lowry and use these in drawings and paintings	Design and make a fairground ride that has a rotating part. (DT) The children will look at a range of familiar products that use rotating parts. They will then investigate ways of using electrical motors to create rotating parts. The children are to investigate ways of making a framework for a fairground ride. They will be able to design a fairground ride with a rotating

	Evaluate their own and others final products.		images and represent textures Use collage as a means of collecting ideas and information and building a visual vocabulary	world and say why this is important. Accurately follow a recipe. Use a wide variety of basic food skills such as peeling, juicing and dicing and some advanced skills such as baking, which enable them to prepare some more complex savoury dishes.		part. To be able to make a fairground ride following a design. To be able to evaluate a finished product.
B 2022/23	Plan, Prepare and Make a soup using seasonal vegetables to share with your family (DT) Research seasonal vegetables and the importance of using these.	Design and Sew a Christmas Stocking for a child to hang up at Christmas (DT) Aim the design criteria at a target market and prioritise the most important points from the design criteria. Create an accurate	Tudor Art and Artists (Art) To learn about the impact of portraiture during the Tudor times Look at the works of Holbein and Hilliard. Improve their mastery of art and design techniques, including drawing	Design and make a Tudor House (DT) Investigate and observe the different styles of Tudor Houses, learning about the impact on British architecture. Generate, develop,	Pattern (Art) Use sketchbook for recording textures/patterns. Interpret environmental and manmade patterns through tessellation. Combine prints together. Discuss and evaluate own work and that of	A Sense of Place (Art) Collect visual information to help develop ideas about the environment in sketch books. Make sketches and drawings from first-hand experience. Compare ideas, approaches and

	Do some market research on soups in the shops that use the seasonal vegetables. Evaluate existing products. Using your research and evaluations of existing products, plan a seasonal vegetable soup. Use a variety of food skills such as peeling, dicing and blending. Evaluate your end product.	paper templates for the stocking and any embellishments. Measure and mark a sewing and cutting line Use a combination of different stitches. Demonstrate precision when measuring and cutting. Evaluate the finished product.	and painting with a range of materials. Make sketches in preparation for portraiture Use modelling techniques using tools to create 3d Tudor roses. Learn about the importance of Heraldry and make designs in the Tudor theme.	model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately Use a wider range of materials and components, including construction materials, textiles and ingredients, according to their	others. Builds up drawings and images of whole or parts of items using various techniques. Explore printing techniques used by various artists. Create pattern for purposes and decoration. Learn about artists who are well known for their depiction of pattern. For example : Joan Miro, Bridget Riley, Escher, Paul Klee	methods in the work of a variety of landscape artists such as Constable, Gainsborough, and Turner. Look at how artists use perspective and investigate ways of recreating images accurately. Use ideas gathered to inform a piece of artwork. Create a piece of landscape art based on a previous design. Evaluate a finished piece of artwork and describe what you think and feel about it.
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				functional properties and aesthetic qualities Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work Apply their understanding of how to strengthen, stiffen and reinforce more complex structures		
C 2020/21 2023/24	Colour (Art) Experiment with colour mixing and matching; hues, tints, tones, shades and moods. Observe colours in the local environment and across the seasons. Explore the use of	Stone Age themed Art (Art) Use stories, music, poems as stimuli. Select and use materials to create images following the theme of the Stone Age. Shape, form, model and join. Use observation	Plan and make afternoon tea for the community to enjoy that will raise money for a chosen charity. (Link to RE-courageous advocacy) (DT)	Monet (Art) To explore what Impressionism is and where and when it began. To explore some of Monet's landscape paintings and the techniques he used. To explore Monet's	To design and make an Egyptian Shaduf that can be used to lift water. (DT) To investigate the purpose and appearance of an Egyptian Shaduf. Are there any similar structures used	To design and make a bird house suitable for a common bird in the UK. (DT) To investigate the purpose and appearance of bird houses. consider the importance of health and safety when

	texture in colour and how artists achieve this. Investigate how colours can affect our feelings and moods. Learn about great artists, designers and architects in history.	and/or imagination in work. Investigate the history of Stone Henge and analyse and interpret natural and manmade forms of construction. Make 3D creations to represent these Stone Age relics. Colour mix to create sky effects for silhouette images.	Research what is needed for an afternoon tea. Evaluate existing products Using their research, develop design criteria to inform the design so that it is functional, appealing and fit for purpose. Generate, develop and communicate their ideas through discussion and annotated sketches. Make their product based on their own design criteria. Evaluate their own product and receive feedback from their target	haystack series of paintings and the techniques he used. To explore Monet's paintings of cities and the techniques, he used. To explore the artwork Monet produced in his later years at his garden in Giverny. Review the life and works of Claude Monet and create images using the colour and mark making techniques he used.	today? Explore different lever systems that use weight. Explore how wood can be joined. Using their prior knowledge from their investigations, explore what materials would be best used for their structure, weight and bucket. Design their Shaduf for their prior knowledge. Cut, shape and assemble a range of materials and components with precision and accuracy to make their final product. Evaluate their own work.	dealing with equipment. Use a range of wood working tools/equipment such as saws, drills and screws. Investigate the materials and features of bird houses and how to draw diagrams. Investigate and practise woodwork skills Design a bird house for a specific bird. Make a bird house by following a plan. Evaluate, make predictions and promote a completed bird house.
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All the pupils also take part in a clay activity once a year led by The Clay Rooms of Ashbourne. In 2018 the pupils made Robins, 2019; snowmen and in 2021; Christmas Trees. **Please note that any food related topics can be subject to change dependant on allergies that may arise.**