

Willow Park School - Long Term Plan - Art & DT – Rivelin Y5-Y7 (KS2/3)



| Rivelin Y5-7 | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|--|---|--|--|--|--|--|
| 1 2022 – 2023 2025- 2026 | TECHNOLOGY; TEXTILES Fastenings Building upon their sewing skills from previous years, pupils design and create a book sleeve; exploring a variety of fastenings and selecting the most appropriate for their design based on strength and appropriate-use. | ART; DRAWING Power prints Using mechanical engravings as a starting point, pupils develop an awareness of proportion, composition and pattern in drawing and combine media for effect when developing a drawing into a print | TECHNOLOGY; MECHANISMS Slingshot car Transform lollipop sticks, wheels, dowel and straws into a moving car. Pupils use a glue gun to construct, make the launch mechanism, design and create the chassis of a vehicle using nets. | ART; PAINTING & MIXED MEDIA light and dark Developing skills in colour mixing, focussing on using tints and shades to create a 3D effect. Experimenting with composition and applying painting techniques to a personal still life piece | TECHNOLOGY; ELECTRONICS Torches Pupils apply their scientific understanding of electrical circuits to create a torch made from recycled and reclaimed materials and objects. They design and evaluate their product against set design criteria. | ART; 3D & SCULPTURE mega materials Exploring how different materials can be shaped and joined and learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp, children create their own sculptures. |
| | TECHNOLOGY; STRUCTURES Pavilions Exploring pavilion structures, learning about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding. | ART; DRAWING I need space Exploring the purpose and impact of images from the 'Space race' era of the 1950s and 60s; developing independence and decision-making using open-ended and experimental processes; combining drawing and collagraph printmaking to create a futuristic image | TECHNOLOGY; TEXTILES Stuffed toy Create a stuffed toy by applying skills learnt in previous units. Introduce blanket stitch. | ART; PAINTING & MIXED MEDIA portraits Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media | TECHNOLOGY; MECHANISMS Pop-up book Create a four-page pop-up story book design, incorporating a range of functional mechanisms that use levers, sliders, layers and spacers to give the illusion of movement through interaction. | ART; 3D & SCULPTURE Interactive installation Learning about the features of installation art and how it can communicate a message; exploring the work of Cai Guo-Qiang and discovering how our life experiences can inspire our art; investigating how scale, location and interactive elements affect the way visitors experience installation art |
| 2 2023 – 2024 2026 - 2027 | TECHNOLOGY; ELECTRONICS Doodlers Explore series circuits further and introduce motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own. | ART; DRAWING Make my voice heard From the Ancient Maya to modern-day street art, children look at how artists convey a message. Exploring imagery, symbols, expressive mark making, and 'chiaroscuro' children consider audience and impact to create powerful drawings to make their voices heard. | TECHNOLOGY: STRUCTURES Bridges After learning about various types of bridges and exploring how the strength of structures can be affected by the shapes used, create their own bridge and test its durability - using woodworking tools and techniques. | ART; PAINTING & MIXED MEDIA Artist study Exploring a selection of paintings through art appreciation activities. Collecting ideas in sketchbooks and planning for a final piece after researching the life, techniques and artistic intentions of an artist that interests them | TECHNOLOGY: TEXTILES Waistcoats Select fabrics, use templates, pin, decorate and stitch materials together to create a waistcoat for a person or purpose of their choosing. Create or use a pattern template to fit a desired person or item (e.g. teddy bear). | ART; 3D & SCULPTURE Making memories Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting school life with symbolic and personal meaning. |
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