

St Augustine's Catholic Primary School Art and Design and Design and Technology Long Term Plan

Coverage of subjects on a two-year cycle.

CYCLE ONE ACADEMIC YEAR 2025-26

CYCLE TWO ACADEMIC YEAR 2026-27

EYFS	Expressive Arts and Design Explore different materials freely, to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.	
Cycle	1	2
Autumn	Myself What amazing things can we do now?	Elmer What can we learn from Elmer and his friends?
Spring	Traditional Tales Why are they afraid of the big, bad?	Bears What will we find out on our adventures with the bears?
Summer	Eric Carle What can we discover about our world from Eric Carle?	Mick Inkpen/The Train Ride What can we learn about our world?

Cycle One

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn Term	Art and Design Spirals Using drawing, collage and mark-making to explore spirals. <i>Stewardship of God's Creation</i>	D&T Structures Freestanding structures Make a bridge <i>Dignity of Work</i>	D&T Structures Shell structures Time capsule <i>Solidarity and the Common Good</i>	D&T Food Tech Healthy and Varied Diet <i>Dignity of the Human Person</i>	D&T Mechanisms Pulleys and gears Viking longboat sail <i>Dignity of Work</i>	D&T Textiles Combining different fabric shapes 'The Day of the Dead' inspired <i>Dignity of the Human Person</i>
Spring Term	D&T Mechanisms Sliders and Levers Moving picture <i>Dignity of the Human Person</i>	Art and Design Expressive Painting Explore how painters sometimes use paint in an expressive and	Art and Design Cloth, Thread, Paint Explore how artists combine media to create work in response to	Art and Design Exploring Pattern Exploring how we can use colour, line and shape to create	Art and Design Making Monotypes Combine the monotype process with painting and	Art and Design Exploring Identity Discover how artists use layers and juxtaposition to create artwork

		gestural way. Explore colour mixing and experimental mark making to create abstract still life's. <i>Stewardship of God's Creation</i>	landscape. Use acrylic and thread to make a painted and stitched piece. <i>Stewardship of God's Creation</i>	patterns, including repeating patterns. <i>Stewardship of God's Creation</i>	collage to make visual poetry zines. <i>Stewardship of God's Creation</i>	which explores identity. Make your own layered portrait. <i>Dignity of the Human Person</i>
Summer Term	Art and Design Making Birds Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird. <i>Stewardship of God's Creation</i>	Art and Design Stick Transformation Project Explore how you can transform a familiar object into new and fun forms. <i>Stewardship of God's Creation</i>	Art and Design Telling Stories Through Drawing & Making Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film. <i>Stewardship of God's Creation</i>	Art and Design The Art of Display Explore how the way we display our work can affect the way it is seen. <i>Dignity of Work</i>	Art and Design Set Design Explore creating a model set for theatre or animation inspired by poetry, prose, film or music. <i>Dignity of Work</i>	Art and Design Brave Colour Exploring how artists use light, form and colour to create immersive environments. <i>Dignity of Work</i>

Cycle Two

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn Term	Art and Design Spirals Using drawing, collage and mark-making to explore spirals. <i>Stewardship of God's Creation</i>	D&T Structures Freestanding structures Make a bridge <i>Dignity of Work</i>	D&T Structures Shell structures Bambinelli Box <i>Solidarity and the Common Good</i>	D&T Food Tech Healthy and Varied Diet <i>Dignity of the Human Person</i>	D&T Mechanisms Pulleys and gears Viking longboat sail <i>Dignity of Work</i>	D&T Textiles Combining different fabric shapes 'The Day of the Dead' inspired <i>Dignity of the Human Person</i>
Spring Term	D&T Mechanisms Sliders and Levers Moving picture <i>Dignity of the Human Person</i>	Art and Design Expressive Painting Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still life's. <i>Stewardship of God's Creation</i>	Art and Design Cloth, Thread, Paint Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece. Frank Bowling - Volcano <i>Stewardship of God's Creation</i>	Art and Design Exploring Pattern Exploring how we can use colour, line and shape to create patterns, including repeating patterns. <i>Stewardship of God's Creation</i>	D&T Food Tech Celebrating Culture and Seasonality <i>Dignity of the Human Person</i>	Art and Design Exploring Identity Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait. <i>Dignity of the Human Person</i>
Summer Term	D&T Mechanisms Wheels and Axles Island Vehicle <i>Dignity of Work</i>	D&T Food Tech Preparing fruit and vegetables Fruit Salad <i>Dignity of the Human Person</i>	D&T Mechanical Systems Pneumatics Erupting volcano <i>Dignity of Work</i>	D&T Textiles 2D Shape to 3D Product Tudor coin purse <i>Dignity of Work</i>	Art and Design Set Design Explore creating a model set for theatre or animation inspired by poetry, prose, film or music. <i>Dignity of Work</i>	D&T Structures Frame Structures Warwick Castle playground <i>Dignity of Work</i>