



Art & design and design technology curriculum map 2025-2026



Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	(DT) Mechanisms- <u>matching a moving storybook</u> I can use bridges or guides to control the movement of a storybook using levers and sliders	(DT) Cooking and nutrition- <u>smoothies</u> I can identify, cut and juice fruit or vegetables to create a smoothie	(Art & design) Sculpture and 3D- <u>paper play</u> I can manipulate paper to create three dimensional shapes and structures <i>Samantha Stephenson</i>	(DT) Textiles- <u>puppets</u> I can use a template and fabric to decorate, and construct a puppet to match a design	(Art & design) Craft and design- <u>woven wonders</u> I can plait, thread, knot and weave to create three dimensional woven artworks <i>Cecilia Vicuna</i>	(Art & design) Drawing- <u>exploring line and shape</u> I can experiment with different materials through observation and collaborative pieces inspired by artists
Year 2	(Art & design) Painting and mixed media- <u>life in colour</u> I can explore the work of <i>Romare Bearden</i> to develop colour mixing skills in combination with using natural materials	(DT) Textiles- <u>pouches</u> I can use a running stitch to create and decorate a pouch	(DT) Cooking and nutrition- <u>balanced diet</u> I can use the identification of food groups to consider flavor combinations when making wraps	(Art & design) Sculpture and 3D- <u>clay houses</u> I can explore the way clay can be shaped and joined to create a clay house inspired by a traditional home in Zambia	(Art & design) Craft and design- <u>map it out</u> I can respond to a design brief by using a range of artistic techniques, including: collaging, printing and using oil pastels <i>Emma Johnson</i>	(DT) Mechanisms- <u>making a moving monster</u> I can use: linkages, levers and pivots to design a moving monster
Year 3	(DT) Cooking and nutrition- <u>eating seasonally</u> I can explore seasonal food to create a seasonal food tart	(Art & design) Prehistoric painting I can use natural materials to experiment recreating art created by our ancient ancestors	(DT) Mechanical systems- <u>pneumatic toys</u> I can create a pneumatic system for a moving toy based on a design brief	(Art & design) Drawing- <u>developing drawing skills</u> I can develop shading skills to create botanical inspired digital drawings <i>Katie Daisy, Sara Bottaccini Meadows and Yellena James</i>	(Art & design) Sculpture and 3D- <u>abstract shape</u> I can manipulate a range of materials to explore how shapes and negative spaces can be represented by 3D forms <i>Sir Anthony Caro</i>	(DT) Textiles- <u>Egyptian collars</u> I can use cross-stitch and applique to design and create an Egyptian inspired collar
Year 4	(DT) Structure- <u>pavilions</u> I can investigate structures to improve their stability and apply	(Art & design) Craft and design- <u>fabric of nature</u> I can use the flora and fauna of tropical	(Art & design) Drawing- <u>exploring tone, texture and proportion</u>	(Art & design) Sculpture and 3D- <u>mega materials</u> I can use a range of materials including:	(DT) Electrical systems- <u>torches</u> I can evaluate a range of existing torches; design a	(DT) Cooking and nutrition- <u>adapting a recipe</u>



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	this to create a pavilion inspired by class text- Leon and the Place between	rainforests as inspiration for creating a repeated pattern/ <i>William Morris</i>	I can explore tone, texture and proportion to create realistic drawings	soap, wire and recycling to create forest animals inspired by the book- The Great Kapok Tree <i>Barbara Hepworth</i>	functional torch for a target audience	I can adapt an existing biscuit recipe whilst considering the cost of ingredients and other expenses against a budget
Year 5	(DT) Mechanical systems- gears and pulleys I can conduct market research surrounding an eco-gadget bike to inspire a design criteria	(Art & design) Drawing- depth, emotion and movement I can explore mark making for showing depth, emotion and movement to portray differing emotions of a fictional character- Scrooge/ <i>Charlie Mackesy</i>	(Art & design) Painting and mixed media- portraits I can investigate self-portraits by a range of artists; use photographs as a starting point for developing ideas <i>Rembrandt, Vincent Van Gogh and Frida Kahlo</i>	(Art & design) Craft and design- architecture I can investigate the built environment through drawing and printmaking; explore the work of architect <i>Zaha Hadid</i>	(DT) Structure- bridges I can test and analyse various types of bridges to determine their strength and stability	(DT) Cooking and nutrition- developing a recipe/ I can learn a simple bolognese recipe and adapt it to improve nutritional content
Year 6	(Art & design) Drawing- expressing ideas I can use outdoor environments to explore how artists express ideas and how they utilise scale to do so	(DT) Cooking and nutrition- come dine with me I can apply culinary skills and knowledge to select three recipes to create a coherent three course meal	(DT) Electrical systems- steady hand game/ I can understand what is meant by fit for purpose design and use this to design and develop a steady hand game	(Art & design) Sculpture and 3D- making memories I can create a personal memory box using a collection of found objects and hand-sculptured forms to reflect primary school life	(DT) Structure- playgrounds I can research existing playground equipment and their different forms before designing and developing a range of apparatus to meet a design brief	(Art & design) Painting and mixed media- artist study I can explore a selection of paintings through art appreciation activities and utilise the findings to plan for a final piece in a sketchbook <i>David Hockney, Paula Rego, John Singer Sargent, Frank Bowling and Lubaina Himid</i>