

2025-2026

	TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
EYFS	Making Waves	Night Sky	As Time Goes By	On The Farm	Seasonal Changes	Seaside
EAD/ PD	<u>Drawing</u> : shapes- portraits <u>Collage</u> - colour monster & sensory materials collage <i>We're Going on a Bear Hunt</i> <u>Recycled materials</u> : Structures: junk modelling* sound makers- musical instruments	<u>Painting</u> : manipulate tools and brushes <u>Printing</u> : Bonfire Night fireworks group art*	<u>Drawing</u> : Trace & draw line and shapes Apply to portraits of others <u>Drawing Faces</u> *	<u>Drawing</u> : Observational Pencil Drawings* Animals, plants and foods they produce <u>Printing</u> : using food	<u>Drawing</u> : cross curricular links <u>Collage</u> - cutting pictures of food to create foodscapes C. Warner <u>Food Tech</u> - Arranging/ peel/ tear real food into seasonal pictures	<u>Painting</u> - colour mixing/ shades 'The Rainbow Fish' Making textured paint rock pool-scene with painted fish <u>Sculpture</u> - 3D Landscape art* sandcastle beach scene
KS1	Healthy Heroes	Dinosaur Detectives	City Visit	Wonderful World	Mad About Minibeasts	Beside the Seaside
Art and DT	<u>Painting</u> : primary colours & mixing secondary Pop Art - pointillism Artist: R. Lichtenstein	<u>Drawing</u> : Exploring Line and Shape* Dinosaur hieroglyphs Artist: Jean Michel Basquiat	<u>Drawing</u> : Exploring Line and Shape Y1* Understanding Tone and Texture Y2* Illustrator- M. Sasek Architect- C. Wren	<u>Painting</u> : Colour blocking, brush strokes Landscapes- D. Hockney	<u>Drawing</u> - 1 st hand observations- minibeasts <u>Collage</u> - flowers, leaves Artist: E. Carle	<u>Painting</u> - colour wash, thick lines with different tools <u>Paper Play</u> * underwater reef
DT	Food Technology - Superfoods- cutting skills Smoothies combinations*	<u>Textiles</u> - Puppets* Adhesives Y1, sewing Y2 & cutting materials Sockosaurus	<u>Mechanisms</u> - Structures: Fairground wheel* (London Eye inspired)	<u>Food Tech</u> - Making dishes from other countries	Textiles- sewing Pouches* Y1- running stitch pouch Y2- variety of stitches stuff pouch as a toy E. Carle inspired	<u>Mechanisms</u> - pivot/ slider hermit crab moving picture E. Carle inspired
L KS2	Ruthless Romans	The Railways	Inside Out	Stone Age Rocks	The Amazing Americas	Food, Glorious Food
Art and D	<u>Drawing</u> : tone and pattern Roman mosaics <u>Collage</u> : Roman mosaics Compare to drawing	<u>Painting</u> -Dry/ wet media Textured art- trains- Monet	<u>Drawing</u> - anatomical drawing Exploring Tone, Texture and Proportion*	<u>Painting</u> : and Mixed Media Prehistoric Paintings*	<u>Drawing</u> - cross sectional views of moving vehicle design	<u>Painting</u> - Every Picture Tells a Story* Artist: Maryam Arslan
DT	<u>Textiles</u> : sewing- Roman sandal	<u>Electrical Systems</u> : Torches*	<u>Food Tech</u> - Nutritional meal (lunch)	<u>Structures</u> : Clay caves to modern buildings Pavilions*	<u>Mechanisms</u> - Mechanical cars*	<u>Food Tech</u> - Adapting recipes- ratios of ingredients*
UKS2	Full Steam Ahead	Magnificent Mountains	Mysteries of the Maya	Pump It Up	Circle of Life	Evolution
Art and D	<u>Drawing</u> : Perspective and pattern Artist: William Morris	<u>Drawing</u> : Expressing Emotion Through Line* Wet/ dry media- Northern Lights scene with exploring figures Artist: Nicholas Jones	<u>Painting</u> : types of paint inc. powder, acrylic <u>Mouldable materials</u> - Modroc/ papier mâché Mayan mask (form and detail)	<u>Drawing</u> - Photography leading into drawing animation as a flipbook Movement Artist: Ben Zurawski The 'Flippist'	African textiles inspired (patterns and colour palette) <u>Painting/ printing</u> - colourways (stencil onto a calico bag) Artist- E. Saidi Tigga Tinga	<u>Painting</u> : and Mixed Media- Portraits* <u>Sculpture and 3D</u> : Making Memories*
DT	Structures : Bridges* weight bare; availability of materials; I. Brunel	<u>Textiles</u> : appropriate materials, sewing- Insulating hat e.g. beanie Industry- North Face, etc.	<u>Food Tech</u> - Mexican dishes Sensory profile	<u>Food Tech</u> - Explore and develop nutritional needs for specific health requirements*	<u>Mechanisms</u> - Automata toys* cams	<u>Electrical systems</u> - Electronic steady hand game*

*Kapow unit