

2025-2026

	TERM 1 Making Waves	TERM 2 Night Sky	TERM 3 As Time Goes By	TERM 4 On The Farm	TERM 5 Seasonal Changes	TERM 6 Seaside
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>Mouldable materials:</u> Clay* diva lamps	<u>Drawing:</u> Trace & draw line and shapes Apply to portraits of others Drawing Faces* <u>Mechanisms:</u> How do different toys work?	<u>Drawing:</u> Observational Pencil Drawings* Animals, plants and foods they produce <u>Printing:</u> using food <u>Food Tech:</u> skills to explore foods with senses and utensils <i>Where does our food come from?</i>	<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 Paper Play* underwater reef
DT	<u>Food Technology:</u> Superfoods- cutting skills Smoothies combinations*	<u>Textiles:</u> Puppets* Adhesives Y1, sewing Y2 & cutting materials Sockosaurus	<u>Mechanisms:</u> <u>Structures:</u> Fairground wheel* (London Eye inspired)	<u>Food Tech:</u> Making dishes from other countries	<u>Textiles:</u> 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> <u>Photography</u> 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	<u>Structures:</u> Bridges* weight bare; availability of materials; I. Brunel	<u>Textiles:</u> appropriate materials, sewing- Insulating hat e.g. beanie <u>Industry:</u> 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