



Hilpert Primary School Art and Design and Technology Curriculum Overview

Art is an expression of creativity. Through art, we can express our thoughts and feelings. Art can be almost anything creative – a drawing, a painting or a sculpture.

As artists, we look at art, we talk about art and we make art.

Robins	Art							
	Drawing Marvellous Marks Exploring mark making and using language of texture. Use wax crayons to make rubbings and use chalk on different surfaces. Use felt tips to explore colour and pencils to create observational drawings.		Painting & Mixed Media Paint My World Child-led paintings using fingers and natural items as tools. Children learn that colours can be mixed and paintings can be abstract or figurative. Make collages and splatter paintings.			Sculpture and 3D Creation Station Manipulating playdough and clay to make animal sculptures, use language associated with forces (push, pull, twist etc). Create landscapes using items they find outdoors.		
	D&T							
	Structures Junk Modelling Exploring and learning about various types of permanent and temporary join. They are encouraged to tinker using a combination of materials and joining techniques in a junk modelling area within their provision.		Textiles Bookmarks Developing and practising threading and weaving techniques using various materials and objects. Looking at the history of the bookmark from Victorian times versus modern-day styles. Applying their knowledge and skills to design and sew their own bookmarks.			Structures Boats Exploring what is meant by ‘waterproof,’ ‘floating,’ and ‘sinking,’ then experimenting and making predictions with various materials to carry out a series of tests. Learning about the different features of EYFS boats and ships before investigating their shape and structures to build their own.		
Sparrows	Year A				Year B			
	Art							
	Drawing Exploring Line and Shape Exploring line and shape through a range of materials and stimuli. Experimenting with expressive mark-making and portrait drawing. Learning how lines can vary in	Sculpture and 3D Clay Houses Create simple thumb pots. Use techniques of cutting, shaping, joining and impressing into clay. Artist focus: Rachel Whiteread	Drawing Understanding Tone and Texture Developing drawing skills by exploring and experimenting with a range of material. Making marks that suggest surface texture and light and dark. Learning how to		Painting and Mixed Media Colour Splash Learning about primary and secondary colours and colour mixing. Exploring colour through painting and printing. Artist Focus:	Craft and Design Woven Wonders Fibre art skills inc. plaiting, threading, knotting and weaving. Artist focus: Cecila Vicuma	Craft and Design Map it Out Exploring and creating maps through various art forms, including drawing, working in relief, printmaking, and designing stained glass.	

Based on Kapow Design and Technology and Art and Design Long Term Plan, Mixed Age, Revised for 2025/2026

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	appearance and form shapes and beginning to recognise shapes within forms to help them draw more accurately. Artist Focus: Bridget Riley and Paul Klee		build a drawing by sketching basic shapes and adding detail, leading to a final observational piece that shows an emerging understanding of shading and texture.		Clarice Cliff Autumn Term 1			
	D&T							
	Structures Stable Structures Exploring the stability of structures and making a stable pencil pot for a specific user.	Textiles Puppets Using joining techniques to join two pieces of material together. Designing a puppet based on a storybook character.	Cooking and Nutrition Smoothies Preparing foods by cutting and juicing and selecting fruits and vegetables to create a smoothie to meet a design brief.		Structures A Chair for Bear Baby Bear’s Chair Explore the features of structures and the stability of different shapes. To design, produce and evaluate a structure based on design criteria. Autumn Term 2	Mechanisms Fairground Wheel Designing and creating a functional fairground wheel so that the wheel rotates and the structure stands freely.	Mechanisms Make a Moving Monster Exploring pivots, levers and linkages and how moving toys work.	
Owls	Year A				Year B			
	Art							
	Sculpture and 3D Abstract shape and Space Exploring how shapes and negative spaces can be represented by 3D forms. Use a range of materials to create and join free standing structures.	Drawing Understanding Tone and Texture Developing drawing skills by exploring and experimenting with a range of material. Making marks that suggest surface texture and light and dark.	Drawing Developing Drawing Skills Developing shading skills and drawing techniques to create botanical-inspired digital drawings.		Painting and Mixed Media Prehistoric Painting Investigating making their own paints, making tools and painting on different surfaces.	Craft and Design Fabric of Nature Using Flora and Fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile based	Painting and Mixed Media Life in Colour Consolidate their knowledge of colour mixing and create textures in paint using different tools. Create their own paper to use in our collage.	

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	Artist focus: Anthony Caro and Ruth Asawa	Learning how to build a drawing by sketching basic shapes and adding detail, leading to a final observational piece that shows an emerging understanding of shading and texture.				techniques to design a repeating pattern.	Artist focus: Romare Bearden Autumn Term 1	
	D&T							
	Digital World Wearable Technology Designing digital wearable technology and developing a program and housing for a Micro:bit.	Cooking and Nutrition Balanced Diet Discovering the importance of a balanced diet and creating a tasty, balanced wrap to meet a design brief.	Structure Constructing a Castle Exploring how multiple shapes are combined to form a stable structure. Designing and building a castle using 3D nets.		Mechanisms Making a Moving Monster Children design and make a moving monster, exploring levers, linkages and pivots. Autumn Term 2	Mechanical Systems Pneumatic Toys Exploring pneumatic systems, applying understanding to design and create a pneumatic toy using different types of diagrams.	Electrical Systems Electric Poster Introducing information design and developing an electric museum display.	
Heron	Year A				Year B			
	Art							
	Drawing I need Space Pupils consider the purpose of drawings as they investigate how imagery was used in the ‘Space Race’ of the 1950s. Then combining collage and printmaking to create a piece in their own style.	Drawing Make my Voice Heard On a journey from the Ancient Maya to modern-day street art, children explore how artists convey a message. Understand how artists use imagery, symbols and drawing techniques like tone, expressive	Sculpture and 3D Mega Materials Exploring the way different materials can be shaped and joined. Creating their own sculptures. Artist focus: Barbara Hepworth and Sokari Douglas-Camp	Sculpture and 3D Interactive Installation (Light Touch) Learning about installation art, including identifying and comparing art installations, exploring space and scale in 3D art, problem-solving in construction,	Painting and Mixed Media Portraits Creating interesting portrait drawings using words, experimenting with materials and techniques, and constructing self-portraits that represent aspects of themselves.	Painting and Mixed Media Light and Dark Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about still life and plan and paint	Craft and Design Architecture Investigating the built environment through drawing and printmaking. Creating their own building designs. Exploring ideas behind the symbolism of monument design.	

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		mark-making and the light and dark effect 'chiaroscuro.'		planning installations to communicate ideas, and applying knowledge to develop and present installation art pieces effectively.		their own composition.	Artist focus: Hundertwasser Architect focus: Zaha Hadid Autumn Term 2	
	D&T							
	Cooking and Nutrition Adapting a Recipe Learning a basic biscuit recipe and adapting it for a new audience while considering the cost of ingredients and other expenses against a set budget.	Textiles Fastenings Identifying and evaluating the features, benefits and disadvantages of a range of fastening types. Designing and sewing a book sleeve.	Mechanical Systems Gears and Pulleys Making and designing gear and pulley systems and exploring their uses.		Mechanical Systems Making a Slingshot Car Designing and making a car with a working slingshot mechanism and housing the mechanism using a range of nets.	Textiles Cross-stitch and Applique Learning how to cross-stitch and appliqué to decorate and assemble Egyptian collars, which represent the children's unique personalities. Autumn Term 1	Electrical Systems Wobble bots Exploring the use of motors and designing and making a motorised product.	
Eagle	Year A				Year B			
	Art							
	Drawing Depth, emotion and Movement Exploring mark making including colour and line for showing depth, emotion and movement	Drawing Expressing Ideas Exploring how artists use scale, perspective and proportion to express ideas. Discussing the intent and impact of street art and murals. Using shading techniques to show texture, tone, form and depth.	Sculpture and 3D Making Memories Creating a personal memory box using a collection of found objects and hand sculpted forms, reflecting primary school life with symbolic and personal meaning.		Painting and Mixed Media Artist Study Identifying an artist that interests them, children research their life, techniques and intentions. Use sketchbooks to collect their ideas, they present what they have learnt about the artist.	Painting and Mixed Media Portraits Investigating self-portraits by a range of artists, children use photographs pf themselves as a starting point for developing their own self-portraits in mixed media.	Craft and Design Photo Opportunity Exploring creative photographic techniques, creating new images through photomontage, understanding photorealistic self-portraits, and applying digital photography to art	

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					Autumn Term 1		design, enhancing their skills in composition and editing.	
	D&T							
	Electrical Systems Doodlers Investigating an existing motorised product and problem-solving to understand its construction before developing their own.	Mechanical Systems Making a Pop-up Book Exploring pop-up book page design and how layers and spacers are used to cover up mechanisms.	Cooking and Nutrition Developing a Recipe Learning a simple Bolognese recipe and adapting it to improve nutritional content.		Textiles Waistcoats Designing a waistcoat according to a brief. Using a pattern and a running stitch. Autumn Term 2	Structure Playgrounds Marking, measuring and cutting wood to make a range of structures. Testing and adapting a design to improve it as it is being built.	Digital World Navigating the World Writing a design brief and developing design criteria. Developing 3D CAD skills.	

In order to ensure children have opportunities to experience each of the key areas of art annually, there will be two themed art days a year. In Year A, these will focus on painting and mixed media and sculpture and 3D. In Year B, these will focus on drawing and craft and design.

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