

As our units are shorter than six weeks, we have added some suggestions for stand-alone lessons.

	Autumn term		Spring term		Summer term		Stand alone lessons
	Art and design	Art and design	Design and technology	Design and technology	Design and technology	Art and design	
EYFS: 2026/27	Painting and mixed media: Paint my world (6 lessons) Omit lessons 1 and 4 if needed.	Drawing: Marvellous marks (6 lessons) Omit lesson 2 if needed.	Textiles: Bookmarks (6 lessons) Omit lessons 3 and 6 if needed.	Structures: Junk modelling (6 lessons) Omit lessons 3, and 6 if needed.	Structures: Boats (6 lessons) Omit lessons 3 and 4 if needed.	Sculpture and 3D: Creation station (6 lessons) Omit lessons 2 and 3 if needed.	Design and technology Unit: Seasonal projects - as and when relevant throughout the year. Art and design Unit: Seasonal Crafts as and when relevant throughout the year.
Year 1/2 Cycle A 2026/27	Mechanisms: Fairground wheel (5 lessons)	Drawing: Make your mark (5 lessons)	Textiles: Puppets (4 lessons)	Painting and mixed media: Colour splash (5 lessons)	Cooking and nutrition: Smoothies (6 lessons)	Painting and mixed media: Life in colour (5 lessons)	Design and technology Unit: Cooking and nutrition: Balanced diet (Lesson 1) Art and design Unit: Drawing: Tell a story (Lesson 2, 4 and /or 5)
Year 1/2 Cycle B 2027/28	Structures: Baby bear's chair (4 lessons)	Craft and design: Map it out (5 lessons)	Structures: Constructing a windmill (4 lessons)	Sculpture and 3D: Paper play (5 lessons)	Mechanisms: Making a moving monster (4 lessons)	Sculpture and 3D: Clay houses (5 lessons)	Design and technology Unit: Mechanisms: Making a moving story book (Lesson 1) Art and design Unit: Craft: Woven wonders (Lesson 1, 2 and/or 3)

Suggested long-term plan: A&D and D&T - Overview (Key stage 2)

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	Autumn term		Spring term		Summer term		Stand alone lessons
	Design and technology	Art and design	Design and technology	Art and design	Design and technology	Art and design	
Year 3/4 Cycle A 2026/27	Mechanical systems option 1: Mechanical cars (5 lessons)	Drawing: Power prints (5 lessons)	Structures: Constructing a castle (4 lessons)	Drawing: Growing artists (5 lessons)	Cooking and nutrition: Eating seasonally (6 lessons)	Sculpture and 3D: Abstract shape and space (5 Lessons)	Design and technology Unit: Cooking and nutrition: Adapting a recipe (Lesson 2) Unit: Textiles: Fastenings (Lesson 1)
Year 3/4 Cycle B 2027/28	Structure: Pavilions (4 lessons)	Painting and mixed media: Prehistoric painting (Lesson 1, 3 and /or 4)	Digital world: Wearable technology (6 lessons)	Painting and mixed media: Light and dark (5 lessons)	Electrical systems: Torches (4 lessons)	Craft and design: Fabric of nature (5 lessons)	Design and technology Unit: Textiles: Cross-stitch and appliqué (Lesson 1) Unit: Mechanical systems: Pneumatic toys (Lesson 1 and/or 2)
Year 5/6 Cycle A 2026/27	Cooking and nutrition: Developing a recipe (6 lessons)	Drawing: Make my voice heard (5 lessons)	Textiles: Carnival masks (4 lessons)	Drawing: I need space (5 lessons)	Electrical systems: Doodlers (4 lessons)	Painting and mixed media: Portraits (5 lessons)	Art and design Unit: Craft and design: Architecture (Lesson , 4 and/or 5)
Year 5/6 Cycle B 2027/28	Mechanical systems option 2: Making a pop-up book (4 lessons)	Sculpture and 3D: Interactive installation (5 lessons)	Structure: Playgrounds (4 lessons)	Craft and design: Photo opportunity (5 lessons)	Digital world: Navigating the world (4 lessons)	Sculpture and 3D: Making memories - (5 lessons)	Art and design Unit: Painting and mixed media: Artist study (Lesson 1, 4 and/or 5)

Reception

Autumn term

Structures: Junk modelling

Exploring and learning about various types of permanent and temporary join. Pupils are encouraged to tinker using a combination of materials and joining techniques in the junk modelling area.

Drawing: Marvellous marks

Exploring mark making and using the language of texture, children use wax crayons to make rubbings and chalk on different surfaces. They use felt tips to explore colour and pencils to create observational drawings of their faces.

Spring term

Textiles: Bookmarks

Developing and practising threading and weaving techniques using various materials and objects. Pupils look at the history of the bookmark from Victorian times versus modern-day styles. The pupils apply their knowledge and skills to design and sew their own bookmarks.

Painting Paint my world

Creating child-led paintings using fingers and natural items as tools, children learn that colours can be mixed and that paintings can be abstract or figurative. They make collages and explore different techniques for using paint when creating splatter pictures.

Summer term

Structures: Boats

Exploring what is meant by 'waterproof', 'floating' and 'sinking', pupils experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own.

Sculpture and 3D: Creation station

Manipulating playdough and clay to make animal sculptures and their own creations, children begin to use language associated with forces: push, pull, twist etc. They create natural landscape pictures using items they have found outdoors.



	Year 1/2 Cycle A 2026/27	Year 1/2 Cycle B 2027/28
Autumn term	<u>Mechanisms: Fairground wheel</u> Design and create a functional fairground wheel, consider how the different components fit together so that the wheel rotates and the structure stands freely. Select appropriate material properties and develop their cutting and joining skills. Research existing structures and survey to further inform the design.	<u>Structures: Baby bear's chair</u> Using the tale of Goldilocks and the Three Bears as inspiration, children help Baby Bear by making him a brand new chair. When designing the chair, they consider his needs and what he likes and explore ways of building it so that it is strong.
	<u>Drawing: Make your mark</u> Developing observational drawing skills when exploring mark-making . Children use a range of tools, investigating how texture can be created in drawings. They apply their skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.	<u>Craft and design: Map it out</u> Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief.
Spring term	<u>Textiles: Puppets</u> Exploring different ways of joining fabrics before creating their own hand puppets based upon characters from a well-known fairytale. Children work to develop their technical skills of cutting, glueing, stapling and pinning.	<u>Structures: Constructing windmills</u> Construct a windmill to complete a request from a user. Develop an understanding of different types of windmill, how they work and their key features. Begin to use technical skills such as making evenly spaced cuts and adding weight to ensure a successful structure.
	<u>Painting and mixed media: Colour splash</u> Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns.	<u>Sculpture and 3D: Paper play</u> Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculpture. There are opportunities to extend learning to make a collaborative sculptural piece based on the art of Louise Bourgeois.
Summer term	<u>Cooking and nutrition: Smoothies</u> Handle and explore fruits and vegetables and learn how to identify fruit, before undertaking taste testing to establish chosen ingredients for a smoothie they will make, with accompanying packaging.	<u>Mechanisms: Making a moving monster</u> After learning the terms; pivot, lever and linkage, children design a monster which will move using a linkage mechanism. Children practise making linkages of different types and varying the materials they use to bring their monsters to life.
	<u>Painting and mixed media: Life in colour</u> Taking inspiration from the collage work of artist Romare Bearden, children consolidate their knowledge of colour mixing and create textures in paint using different tools. They create their own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork.	<u>Sculpture and 3D:Clay houses</u> Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay.

	Year 3/4 Cycle A 2026/27	Year 3/4 Cycle B 2027/28
Autumn term	<u>Mechanical systems option 1: Mechanical cars</u> Pupils build three prototype mechanical cars and select the best features to design their final product: a mechanical car kit. They create design criteria, conduct competitor market research and act as customers to provide feedback.	<u>Structures: Pavilions</u> Exploring pavilion structures, children learn about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.
	<u>Drawing: Power prints</u> Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.	<u>Painting and mixed media: Light and dark</u> Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.
Spring term	<u>Structures: Constructing a castle</u> Learning about the features of a castle, children design and make one of their own. Using configurations of handmade nets and recycled materials to make towers and turrets and constructing a base to secure them.	<u>Digital world: Wearable technology</u> Design, code and promote a piece of wearable technology to use in low light conditions, developing their understanding of programming to monitor and control products to solve a design scenario
	<u>Drawing: Growing artists</u> Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O'Keefe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form.	<u>Painting and mixed media: Prehistoric painting</u> Lesson 3,4 and 5
Summer term	<u>Cooking and nutrition: Eating seasonally</u> Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They respond to a design brief to design a seasonal food tart using ingredients harvested in the UK in May and June.	<u>Electrical systems: Torches</u> Applying their scientific understanding of electrical circuits, children create a torch, designing and evaluating their product against set design criteria.
	<u>Sculpture and 3D: Abstract shape and space</u> Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa.	<u>Craft and design: Fabric of nature</u> Using flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric.

	Year 5/6 Cycle A 2026/27	Year 5/6 Cycle B 2027/28
Autumn term	<u>Cooking and nutrition: Developing a recipe</u> Research and modify a traditional bolognese sauce recipe to improve the nutritional value. Cook improved version and create packaging that fits design criteria. Learn about where beef comes from.	<u>Mechanical systems option 2: Making a pop-up book</u> Creating a four-page pop-up storybook design incorporating a range of mechanisms and decorative features, including: structures, levers, sliders, layers and spacers.
	<u>Drawing: Make my voice heard</u> On a journey from the Ancient Maya to modern-day street art, children explore how artists convey a message. They begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect called 'chiaroscuro'.	<u>Sculpture and 3D: Interactive installation</u> Using inspiration of historical monuments and modern installations, children plan by researching and drawing, a sculpture to fit a design brief. They investigate scale, the display environment and possibilities for viewer interaction with their piece.
Spring term	<u>Textiles: Carnival masks</u> Selecting suitable fabrics, using templates, pinning, decorating and stitching to create a waistcoat for a person or purpose of their choice.	<u>Structures: Playgrounds</u> Designing and creating a model of a new playground featuring five apparatus, made from three different structures. Creating a footprint as the base, pupils visualise objects in plan view and get creative with their use of natural features.
	<u>Drawing: I need space</u> Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking to create a piece in their own style.	<u>Craft and design: Photo opportunity</u> Exploring photography as a medium for expressing ideas, pupils investigate scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design brief.
Summer term	<u>Electrical systems: Doodlers</u> Explore series circuits further and introduce motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.	<u>Digital world: Navigating the world</u> Programming a navigation tool to produce a multifunctional device for trekkers. Combining 3D objects to form a complete product in CAD 3D modelling software and presenting a pitch to 'sell' their product.
	<u>Painting and mixed media: Portraits</u> Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.	<u>Sculpture and 3D: Making memories</u> Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.