



## Creativity – Long Term Plan 2023-24

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn Term 1	Art- Kandinsky Music- Me DT- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Music-Everyone, Our World	Art & Design  Andy Goldsworthy and nature art	DT  Plan, make and review moving vehicle- balloon powered car.	Sketching Cave Art using Pastels  <i>Recreation of the Cuevas de los Manos (whole class Art Installation)</i>	DT  Designing and making mosaics – inspired by the Ancient Romans	DT  To research real and model Viking longships To create criteria for a historically accurate model. To design their own model longship and plan how to make it.	DT  To understand and use electrical systems in a product/game
Autumn Term 2		DT  Paper toys Making pumpkin soup	Art & Design  Norman Cornish study linked to local history. Sketching/ self-portrait/ drawing in the style of Norman Cornish street scene.  DT	DT  Creating shadow puppets. Designing, joining components, making a moving model.	Art and Design  Sketching and water colour painting – winter landscapes	Art & Design  To create collages/mosaics using a range of different materials. To print use different materials. To develop sketching skills. Observational drawings of	Art & Design  Study an artist from WW1 and use their techniques as inspiration

			Design, plan, make and review model of the Angel of the North in different media- clay, card, photograph			different materials focusing on the texture	
Spring Term	Art- Archimboldo Music- Spring by Vivaldi DT- Start to build structures, joining components together Begin to work safely and hygienically	Art & Design  L.S. Lowry	Art & Design  Explore the work of Peter Thorpe. Create drawings and chalk pictures inspired by Peter Thorpe's space art.	DT  Making Papyrus  <i>Egyptian Art</i>  Design and Make a working model of a Shaduf	DT  Design, Make and Evaluate Battery operated lights	To research toys which use levers or cam systems. To explain how cams and levers work. To select appropriate materials to create an To follow recipes to prepare dishes that would have been eaten during Tommy Armstrong's period in history. To evaluate dishes against a recipe. To experiment using a range of different materials for	DT  To use a wide range of tools to design, make and evaluate a product

						different purposes. To make changes based on evaluation. To experiment strengthening a structure. To evaluate their finished product against criteria. rainforest animal toy which moves using a cam system. To use a range of tools and equipment. To evaluate my product against the criteria. To make Mayan masks.	
Spring Term 2		DT  Building our own homes	Art & Design  Henri Rousseau-jungle art. Sketch, draw and paint to create individual and class pieces inspired by Henri Rousseau	Art & Design  Botanical Drawing  (in the style of Georgia O'Keefe)	Art and Design  Natural Forms  Outdoor art (focus on Andy Goldsworthy)	Art & Design  To study artist Peter Thorpe and create our own space artwork based on his. To experiment using chalk and	Art & Design  Focus on artists who depict the human body and use as an inspiration

						<p>pastels. To create a model solar system using a range of different materials e.g. mod rock, plaster of Paris or papier mâché. To learn different sketching techniques and how to add texture.</p>	
Summer Term	<p>Art- Van Gogh Music- Seaside DT- Use technical vocabulary when appropriate. Explain what they are making and which materials they are using.</p>	<p>DT Moving Pictures</p>	<p>Art &amp; Design African Art Painting African patterns. Create Martin Bulinya style painting</p>	<p>DT Plan, design make and evaluate a game that uses magnets.</p>	<p>Art &amp; Design European Art and Artists</p>	<p>DT To follow recipes to prepare dishes that would have been eaten during Tommy Armstrong's period in history. To evaluate dishes against a recipe.</p>	<p>Art &amp; Design Art inspired by South American Artists  Frieda Kahlo etc</p>

Summer Term 2		Van Gogh	DT  Plan, make and review a lighthouse model with light and moving elements- door, lever, pulley.	Art & Design  Ancient Greek Art Clay Vases /Urns Mazes (Labyrinths)	DT  Design Make and Evaluate Juggling Balls	Art & Design  To research architects who designed local landmarks. To complete observational drawings of strange and exotic fruits and vegetables. To experiment with shade and tone when sketching. To use watercolours to paint the fruits etc	DT  To know how key events and individuals and technology have shared the world Plan and prepare a healthy meal for a time in history and the present day
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