



## Fir Tree Art & Design and Design Technology Overview 2026 – 2027

|                                                                     | Term 1                                                 | Term 2                                                   | Term 3                                                     | Term 4                                             | Term 5                                            | Term 6                                            |
|---------------------------------------------------------------------|--------------------------------------------------------|----------------------------------------------------------|------------------------------------------------------------|----------------------------------------------------|---------------------------------------------------|---------------------------------------------------|
| <b>Reception</b>                                                    | Self portraits                                         | Firework paintings                                       | Textiles & Materials<br>Baking                             | Mechanisms                                         | Junk Modelling                                    | On the Move Artwork                               |
| <b>Year 1</b><br>+Quick drawing exercises during non-art half terms | Cooking and Nutrition:<br>Smoothies                    | Drawing & Sketchbooks:<br>Spirals                        | Mechanisms:<br>Matching Slider Game                        | Surface & Colour:<br>Simple Printmaking            | Structures: Stable Structures                     | 3D:<br>Playful Mark making                        |
| <b>Year 2</b><br>+Quick drawing exercises during non-art half terms | Drawing & Sketchbooks:<br>Explore and Draw             | Cooking and Nutrition:<br>Balanced Diet                  | Surface & Colour:<br>Exploring the world through Monoprint | Mechanisms:<br>Levers                              | 3D:<br>Be An Architect                            | Textiles: Pouches                                 |
| <b>Year 3</b><br>+Quick drawing exercises during non-art half terms | Digital World:<br>Wearable Technology                  | Drawing & Sketchbooks:<br>Gestural Drawing with Charcoal | Structures:<br>Product Packaging                           | Surface & Colour:<br>Working with Shape and Colour | Textiles: Cushions                                | 3D:<br>Telling Stories through Drawing and Making |
| <b>Year 4</b><br>+Quick drawing exercises during non-art half terms | Drawing & Sketchbooks:<br>Storytelling through Drawing | Mechanical systems:<br>Mechanical cars                   | Surface & Colour:<br>Exploring Pattern                     | Cooking and Nutrition:<br>Adapting a Recipe        | 3D:<br>The Art of Display                         | Textiles:<br>Fastenings                           |
| <b>Year 5</b><br>+Quick drawing exercises during non-art half terms | Cooking and Nutrition:<br>Developing a Recipe          | Drawing & Sketchbooks:<br>Typography and Maps            | Electrical Systems:<br>Wobble bots                         | Surface & Colour:<br>Making Monotypes              | Structure: Bridges                                | 3D:<br>Set Design                                 |
| <b>Year 6</b><br>+Quick drawing exercises during non-art half terms | 3D:<br>Brave Colour                                    | Digital World:<br>Navigating the world                   | Surface & Colour:<br>Activism                              | Cooking and Nutrition: Come Dine with Me           | Drawing & Sketchbooks:<br>2D Drawing to 3D Making | Electrical systems:<br>Steady hand game           |



## **Fir Tree's Art & Design and Design Technology Curriculum**

At Fir Tree Primary School, Art & Design and Design Technology are taught through a split curriculum model, ensuring that pupils develop creativity, technical knowledge and practical skills across both subjects throughout the academic year. Each year group undertakes three short-term units of Art & Design and three short-term units of Design Technology, allowing children to build knowledge progressively whilst experiencing a broad and balanced curriculum.

Our Art & Design curriculum is delivered through the AccessArt Split Primary Art Curriculum. This approach provides pupils with rich opportunities to explore and develop skills within three key areas: Drawing and Sketchbooks, Surface and Colour, and Working in Three Dimensions. Through these pathways, children are encouraged to experiment, take creative risks, develop technical proficiency and express their own ideas and responses to the world around them. Sketchbooks are used as a vital tool for exploration, reflection and the development of artistic thinking.

During Design Technology units, we continue to promote creativity and visual communication through regular drawing and design activities. Design Technology is taught using the Kapow Primary scheme, which enables pupils to develop the knowledge, understanding and skills needed to design, make and evaluate purposeful products. Across their time at Fir Tree, children engage with the six key areas of Design Technology:

- Cooking and Nutrition
- Electrical Systems
- Mechanisms and Mechanical Systems
- Structures
- Textiles
- Digital World

Through both subjects, pupils learn to investigate, create, evaluate and improve their work. They develop resilience, problem-solving skills and confidence in expressing ideas, preparing them to become innovative thinkers and creators in an ever-changing world. Together, Art & Design and Design Technology provide opportunities for pupils to combine imagination with practical application, fostering creativity, critical thinking and a lifelong appreciation of design.