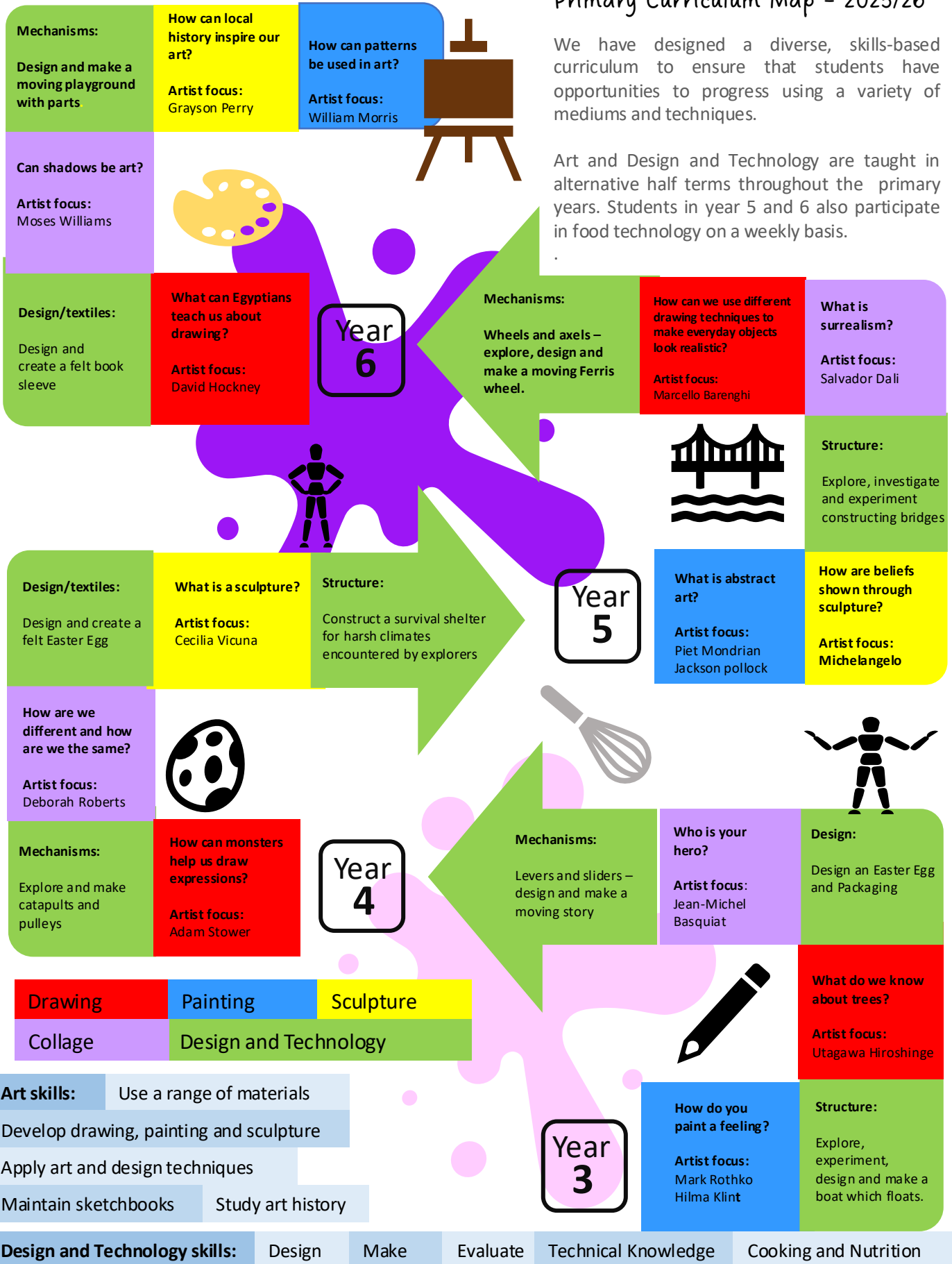


# ART and Design & Technology

## Primary Curriculum Map - 2025/26

We have designed a diverse, skills-based curriculum to ensure that students have opportunities to progress using a variety of mediums and techniques.

Art and Design and Technology are taught in alternative half terms throughout the primary years. Students in year 5 and 6 also participate in food technology on a weekly basis.



**Mechanisms:**

Design and make a moving playground with parts

**How can local history inspire our art?**

**Artist focus:**  
Grayson Perry

**How can patterns be used in art?**

**Artist focus:**  
William Morris

**Can shadows be art?**

**Artist focus:**  
Moses Williams

**Design/textiles:**

Design and create a felt book sleeve

**What can Egyptians teach us about drawing?**

**Artist focus:**  
David Hockney

**Mechanisms:**

Wheels and axels – explore, design and make a moving Ferris wheel.

**How can we use different drawing techniques to make everyday objects look realistic?**

**Artist focus:**  
Marcello Barenghi

**What is surrealism?**

**Artist focus:**  
Salvador Dali

**Design/textiles:**

Design and create a felt Easter Egg

**What is a sculpture?**

**Artist focus:**  
Cecilia Vicuna

**Structure:**

Construct a survival shelter for harsh climates encountered by explorers

**What is abstract art?**

**Artist focus:**  
Piet Mondrian  
Jackson pollock

**How are beliefs shown through sculpture?**

**Artist focus:**  
Michelangelo

**How are we different and how are we the same?**

**Artist focus:**  
Deborah Roberts

**Mechanisms:**

Explore and make catapults and pulleys

**How can monsters help us draw expressions?**

**Artist focus:**  
Adam Stower

**Mechanisms:**

Lever and sliders – design and make a moving story

**Who is your hero?**

**Artist focus:**  
Jean-Michel Basquiat

Drawing    Painting    Sculpture

Collage    Design and Technology

**What do we know about trees?**

**Artist focus:**  
Utagawa Hiroshige

**How do you paint a feeling?**

**Artist focus:**  
Mark Rothko  
Hilma Klint

**Structure:**

Explore, experiment, design and make a boat which floats.