Art & Design
Design & Technology Long Term Plan 2025-2026

Rationale:
In Early Years, Art & Design and Design & Technology activities fall into our 'Create' and 'Investigate' pathways in our BDS EYFS Curriculum. Activities from these pathways form part of our weekly Rainbow Challenges alongside the focussed teacher-led activities listed below. Children also have access to the 'Creative Area' as part of our C.O.O.L. time where they can choose their own ways to be creative.

Whilst the planning is taken from the Year 1 and Year 2 planning; teachers will be able to teach the knowledge and skills including key vocabulary to the relevant year group maintaining the correct progression. This will be done using the Kapow Progression of Knowledge and Skills documents provided for each class teacher. Where units are only 4 or 5 lessons long, teachers may use their professional judgement to extend one lesson over 2 if activities require more time to achieve a high standard of responses from the children.

P1 (Rec)	ART **Drawing: Marvellous marks** 1.Wax crayons 2.Felt-tip pens 3.Chalk 4.Observational pencil drawings 5.Drawing faces 6.Drawing faces in colour Lessons:6	D&T **Structures: Junk modelling** 1.Exploring junk modelling 2.Cutting and scissor skills 3.Choosing resources 4. Making models 5.Evaluation and presentations 6.Temporary joins Lessons: 6	ART **Painting and mixed media: Paint my world** 1.Finger painting 2.Outdoor painting 3.Painting to music 4.Collage and transient art 5.Landscape collage 6.Group art Lessons:6	D&T **Phunky Foods unit**	ART **Sculpture and 3D: Creation Station** 1.Clay 2.Playdough 3.3D landscape art 4.Designing sculptures 5.Creating animal sculptures 6.Painting animal sculptures Lessons:6	D&T **Textiles: Bookmarks** 1.Exploring threading and weaving 2.Paper weaving 3.Sewing with hessian 4.Designing bookmarks 5.Creating bookmarks 6.Evaulation Lessons:6

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P2 (Year 1 & 2)	ART **Y1 Drawing: Exploring Line and Shape** 1.Exploring line 2.Musical lines 3.Exploring shapes 4.Shape in art 5.Klee portraits 6.Every picture tells a story (optional) Lessons:6	D&T **Y1 Mechanisms: Matching slider game** 1.Mechanisms and movement 2.Exploring sliders 3.Designing a slider game 4.Making a slider game 5.Finishing a slider game Lessons:5	ART **Y1 Sculpture and 3D: Paper play** 1.Tube towers 2.3D drawings 3.Tree of life 4.Giant spider model part1 5.Giant spider model part 2 Lessons:5	D&T **Food & Nutrition:** Lessons:	ART **Y1 Painting and mixed media: Colour splash** 1.Making colours 2.Painting with colour 3.Painting with paint 4.Exploring colour mixing 5.Clarice Cliff plates Lessons:5	D&T **Y1 Structures: Stable structures** 1.Exploring stability 2.Building stable towers 3.Stabilising structures with weight 4.Designing a stable pencil pot 5.Making a stable pencil pot Lessons:5

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