



Art and Design

Years 5 and 6 Cycle A

D&T



Sense of Place	Famous Fashions	Plants	Cookery	Fairgrounds	Felt Phone Cases
<ul style="list-style-type: none">○ Sketch and record observations and use them to review and revisit ideas○ Draw thumbnail sketches in art book focus on relative proportions, lines and shape within area selected○ Research and learn about a great artists including Turner and Sutherland○ Use a grid method to transfer a painting by Hockney○ Evaluate own art and design techniques in order to improve finished designs	<ul style="list-style-type: none">○ Learn about William Morris and explore his design style○ Create a wallpaper design based on William Morris' designs using coloured pencils or paint.○ Explore shoes by different designers such as Jimmy Choo, Vivienne Westwood, Christian Louboutin and Dan Sullivan on the slide.○ Use templates to design shoes in a style of a designer○ Explore the purpose of different types of hats and their use throughout history and use at different occasions○ Design and make a hat for a royal wedding	<ul style="list-style-type: none">○ Will draw details carefully using pencils○ Record observations of plants and flowers and use them to review and revisit ideas in the context of the drawing activity○ Learn about great artists, architects and designers in history in the context of Henri Rousseau, India Flint Alexander Calder and David Oliveira○ Improve mastery of art and design techniques in the context of Hapa-Zome printing○ Make a paper plant using sculpture techniques○ Produce and evaluate a 3D model of a flower	<ul style="list-style-type: none">○ Understand and apply the principles of a healthy and varied diet○ Plan a nutritional dish using knowledge of a healthy and varied diet○ Learn about seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed○ Prepare and cook a variety of predominately savoury dishes using a range of cooking techniques	<ul style="list-style-type: none">○ Look at a range of familiar products that use rotating parts○ Investigate ways of using electrical motors to create rotating parts○ Design a fairground ride with a rotating part○ Make a fairground ride following a design○ Evaluate a finished product and suggest improvements	<ul style="list-style-type: none">○ Use research and develop design criteria for a mobile phone case.○ Generate a range of design ideas and clearly communicate my final design through annotated sketches, discussion etc○ Make a paper template of a prototype mobile phone case.○ Practise using different types of stitches and choose the best one to use on the final felt phone case.○ Creating a step by step plan to communicate the making process for use by others○ Select decorative techniques and fastenings according to their functional properties and aesthetic qualities.○ Evaluate ideas and products against own design criteria