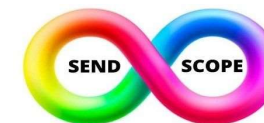


# Art and Design Technology Curriculum Map



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
<b>Autumn</b>	<b>Design Technology</b>						<b>Art</b>					
	Packaging Pop Outs						Pop Art – Modern Popular Culture					
<b>Spring</b>	<b>Design Technology</b>						<b>Art</b>					
	Future Food and the Application of Science						Architecture – Understanding the World Around Us					
<b>Summer</b>	<b>Design Technology</b>						<b>Art</b>					
	Textiles, Technology and Sustainability						3D sculpture – Developing fine motor skills					

## Pupils are taught:

- to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas
- to use a range of techniques and media, including painting
- to increase their proficiency in the handling of different materials
- to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work
- about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.