

Dinosaur Planet

1 Programme of study, 1 skills and 1 knowledge statement

Year 1 **Driver subject** History Malleable materials



Y1 Use a range of materials creatively to design and make products.

The Enchanted Woodland

3 Programmes of study, 3 skills and 3 knowledge statements

Year 1 **Driver subject** Science Landscapes Natural art Paint



Y1 Use a range of materials creatively to design and make products.

Y1 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Y1 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Bright Lights, Big City

2 Programmes of study, 2 skills and 2 knowledge statements

Year 1 **Driver subject** Geography Landscapes Natural art



Y1 Use a range of materials creatively to design and make products.

Y1 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Land Ahoy!

3 Programmes of study, 4 skills and 4 knowledge statements

Year 2 **Driver subject** Geography Generation of ideas Human form Pencil, ink, charcoal & pen Printing



Y2 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Y1 Produce creative work, exploring their ideas and recording their experiences.

Y5 Become proficient in drawing, painting, sculpture and other art, craft and design techniques.



Street Detectives

2 Programmes of study, 2 skills and 2 knowledge statements

Year 2 **Driver subject** History Compare and contrast Creation



- Y2 Use a range of materials creatively to design and make products.
- Y2 Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Wriggle and Crawl

2 Programmes of study, 2 skills and 2 knowledge statements

Year 2 **Driver subject** Science Creation Generation of ideas



- Y2 Use a range of materials creatively to design and make products.
- Y2 Produce creative work, exploring their ideas and recording their experiences.

Still Life

5 Programmes of study, 5 skills and 8 knowledge statements

Year 2 **Driver subject** Art and design Compare and contrast Evaluation Generation of ideas Natural art Paint



- Y2 Use a range of materials creatively to design and make products.
- Y2 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Y2 Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
- Y2 Produce creative work, exploring their ideas and recording their experiences.
- Y2 Evaluate and analyse creative works using the language of art, craft and design.

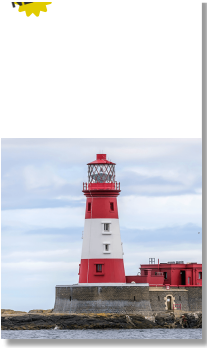
Coastline

1 Programme of study, 2 skills and 3 knowledge statements

Year 2 **Driver subject** Geography Creation Natural art



- Y2 Use a range of materials creatively to design and make products.



Ammonite

2 Programmes of study, 5 skills and 7 knowledge statements

Year 3 **Driver subject** Art and design Creation Generation of ideas Malleable materials Natural art Printing



- Y3 Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Prehistoric Pots

3 Programmes of study, 4 skills and 9 knowledge statements

Year 3 **Driver subject** Art and design Evaluation Generation of ideas Malleable materials Natural art



- Y3 Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y3 Evaluate and analyse creative works using the language of art, craft and design.

Tribal Tales

2 Programmes of study, 2 skills and 2 knowledge statements

Year 3 **Driver subject** History Generation of ideas Paper and fabric



- Y3 Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).



Tremors

2 Programmes of study, 3 skills and 3 knowledge statements

Year 3 **Driver subject** Geography Human form Malleable materials People, artwork & movements



Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Y3 Learn about great artists, architects and designers in history.

Predator!

1 Programme of study, 1 skills and 1 knowledge statement

Year 3 **Driver subject** Science Natural art



Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Road Trip USA!

2 Programmes of study, 2 skills and 2 knowledge statements

Year 4 **Driver subject** Geography Compare and contrast Creation



Y4 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Y4 Learn about great artists, architects and designers in history.

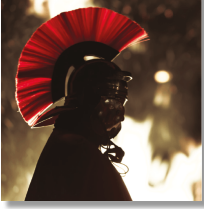
I am Warrior!

1 Programme of study, 3 skills and 3 knowledge statements

Year 4 **Driver subject** History Creation Human form Malleable materials

Y4 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Charcoal, paint, clay).



Blue Abyss

2 Programmes of study, 5 skills and 5 knowledge statements

Year 4 **Driver subject** Science Creation Generation of ideas Human form Malleable materials Natural art



Y4 Create sketchbooks to record their observations and use them to review and revisit ideas.

Y4 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Allotment

2 Programmes of study, 2 skills and 2 knowledge statements

Year 5 **Driver subject** Geography Generation of ideas Paint



Y5 Create sketchbooks to record their observations and use them to review and revisit ideas.

Y5 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Firedamp and Davy Lamps

2 Programmes of study, 2 skills and 2 knowledge statements

Year 5 **Driver subject** History Compare and contrast Generation of ideas



Y5 Create sketchbooks to record their observations and use them to review and revisit ideas.

Y5 Learn about great artists, architects and designers in history.



Sow, Grow and Farm

1 Programme of study, 1 skills and 2 knowledge statements

Year 5 **Driver subject** Geography Paint



Y5 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Stargazers

1 Programme of study, 1 skills and 1 knowledge statement

Year 5 **Driver subject** Science Printing



Y5 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Darwin's Delights

1 Programme of study, 3 skills and 3 knowledge statements

Year 6 **Driver subject** Science Paper and fabric Pencil, ink, charcoal & pen Printing



Y6 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Frozen Kingdom

2 Programmes of study, 4 skills and 4 knowledge statements

Year 6 **Driver subject** Geography Evaluation Landscapes Natural art Printing

Y6 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Charcoal, paint, clay).

Y6 Evaluate and analyse creative works using the language of art, craft and design.



Revolution

4 Programmes of study, 5 skills and 5 knowledge statements

Year 6 **Driver subject** History Evaluation Generation of ideas Paper and fabric Printing People, artwork & movements



Y6 Create sketchbooks to record their observations and use them to review and revisit ideas.

Y6 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Y6 Learn about great artists, architects and designers in history.

Y6 Evaluate and analyse creative works using the language of art, craft and design.

Inuit

4 Programmes of study, 6 skills and 14 knowledge statements

Year 6 **Driver subject** Art and design Compare and contrast Creation Evaluation Generation of ideas Malleable materials Paint



Y6 Create sketchbooks to record their observations and use them to review and revisit ideas.

Y6 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Y6 Learn about great artists, architects and designers in history.

Y6 Evaluate and analyse creative works using the language of art, craft and design.