

## Design and Technology – Overview and teaching cycle.

Yearly overview	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1, 3, 5</b>	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology
<b>Year 2, 4, 6</b>	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design
Teaching cycle	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<b>Design &amp; Technology</b>	Learn new skills	Experiment with skills	Use skills to help design	Use skills to make	Evaluate own and others product and use of skills	Learn new skills and use in cooking and nutrition
	<p>Technical knowledge is ongoing and incorporated into the skills of the relevant projects.</p> <p>The skills set out in the SoW will underpin all Design and Technology work throughout each half term. Children will be assessed against these skills and their ability to apply them appropriately.</p>					

## Art and Design – Overview and teaching cycle.

Yearly overview	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1, 3, 5</b>	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology
<b>Year 2, 4, 6</b>	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design
Teaching cycle	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<b>Art &amp; Design</b>	Learn new skill	Experiment with skill	Apply skill to own art	Learn about Artist/Designer/ Sculptor in an Artistic era	Apply skill to own art using artistic influences	Apply skill to own art using artistic influences and evaluate own and others work.
	The skills set out in the SoW will underpin all Art and Design work throughout each half term. Children will be assessed against these skills and their ability to apply them appropriately.					

