



Art Long term Plan 2025-2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Autumn	Christmas	<p>Textiles Progression: Early fine motor skills leading to simple threading and weaving. Skills: Cutting with scissors, threading with wool and needles, weaving under/over, designing simple patterns</p>	<p>Structures Easter Spring Progression: First experience of making stable structures through junk modelling. Skills: Cutting, joining, folding, testing materials (waterproof/floating), predicting outcomes</p>	<p>Cooking and Nutrition Summer Progression: Introduction to food preparation and healthy eating. Skills: Chopping soft foods, blending, identifying vegetables, tasting and evaluating simple recipes</p>	<p>Structures Summer</p>
Year 1		<p>Mechanisms: Making a Moving Storybook Progression: Moving from exploring to designing with clear purpose for a user. Skills: Using sliders/levers, making moving models, testing, reviewing against design criteria</p>		<p>Structures: Stable Structures Progression: Understanding stability and how shapes affect strength. Skills: Cutting straight lines, making freestanding structures, adding weight, testing stability</p>		<p>Cooking and Nutrition: Smoothies Progression: Building awareness of fruit/vegetable origins and food preparation. Skills: Chopping fruit, juicing, packaging design, tasting and evaluating combinations</p>
Year 2		<p>Structures: Baby Bear's chair Textiles: Pouches Progression: Strengthening, stiffening, and testing structures. Skills: Folding, cutting, making strong shapes, testing stability, evaluating weakest parts</p>		<p>Cooking and nutrition: Balanced diet Progression: Developing knowledge of food groups and nutrition. Skills: Chopping, grating, snipping, spreading, constructing wraps, identifying food groups, evaluating taste</p>		<p>Mechanisms: Fairground wheel Progression: Moving into more complex linkages and inputs/outputs. Skills: Creating linkages with card and split pins, adjusting widths, cutting neatly, evaluating designs against criteria</p>
Year 3		<p>Textiles: Egyptian collars Progression: Developing decorative skills through appliqué and cross-stitch. Skills: Cutting fabric, threading, sewing cross-stitch, embellishing designs, following design criteria</p>		<p>Cooking and Nutrition: Eating Seasonally Progression: Linking food to environment and sustainability. Skills: Identifying seasonal UK ingredients, peeling, cutting, tasting, designing recipes</p>		<p>Structures: Constructing a castle. Progression: Using nets and CAD to design more complex structures. Skills: Constructing 3D shapes, making facades, evaluating strength and aesthetics</p>
Year 4		<p>Cooking and Nutrition: Making biscuits Progression: Moving into adapting recipes with consideration of audience and budget. Skills: Following baking recipes, sieving, stirring, measuring, evaluating adapted recipes</p>		<p>Electrical systems: Torches Progression: Introduction to circuits and functional products. Skills: Designing and making torches, cutting/attaching materials, assembling circuits, evaluating against criteria</p>		<p>Textiles: Fastenings Progression: Introducing functional fastening methods in textiles. Skills: Measuring, cutting with templates, sewing straight stitches, incorporating fastenings (buttons/velcro)</p>
Year 5		<p>Mechanical Systems Progression: Building knowledge of transferring force and motion. Skills: Designing with gears/pulleys, cutting accurately, prototyping, evaluating for function and sustainability</p>		<p>Structures (Bridges) Progression: Applying triangulation to strengthen structures. Skills: Making truss bridges, measuring/cutting wood accurately, sawing safely, reinforcing structures</p>		<p>Textiles (Stuffed Toys) Progression: From simple sewing to complex 3D textile products. Skills: Blanket stitch, cutting accurately, stuffing securely, using appliqué for decoration</p>
Year 6	<p>Textiles (Stuffed Toys) Progression: Using pattern pieces and decorative stitches for functional products. Skills: Measuring and cutting fabric accurately, sewing running stitch, adding decorative details, attaching fastenings</p>	<p>Digital world: Navigating the world Progression: Introducing digital design and systems. Skills: Using digital tools for navigation projects, applying design criteria (details in Kapow digital strand).</p>	<p>Structures: Playgrounds Progression: Applying cumulative knowledge to large-scale structure design. Skills: Measuring and cutting wood accurately, building apparatus, reinforcing, evaluating effectiveness</p>	<p>Cooking and nutrition: Come dine with me Progression: Designing complete recipes independently with nutrition in mind. Skills: Following/adapting recipes, working hygienically, evaluating dishes on taste, texture, and presentation</p>	<p>Electrical systems: Steady hand game Progression: Applying knowledge of circuits into purposeful games. Skills: Making nets, assembling circuits, testing, evaluating for user experience</p>	<p>Mechanical systems: Automated toys Progression: Combining cams, followers, and axles into mechanical systems. Skills: Designing and making automata, evaluating mechanisms, refining based on testing</p>