

Design

2025-2026

	Key Stage	Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Grange Drive	EYFS/KS1	Nightingales	Studying EYFS semi-formal Curriculum					
		Kingfishers						
	Explorers	Merlins	Not accessing subject specific learning but studying a pre-formal Curriculum					
		Kites						
	Adventurers	The Chifchaffs	Not accessing subject specific learning but studying an informal Curriculum					
		The Wrens						
		Hérons						
		Owls						
		Peacocks						
	Navigators	Hummingbirds						
Robins								
Penguins (Art with MM)		Introducing the visual elements – an introduction to line, tone, shade, shape, form, patterns & texture.	Exploring media and materials using the visual elements	Theme: Still-life Part 1 – investigating artist of the theme using, drawing, painting and collage techniques.	Theme: Still-life Part 2 – developing an outcome using drawing, painting and collage styles.	Theme: Landscape Part 1 – investigating artist of the theme using, drawing, painting and collage techniques.	Theme: Landscape Part 2 – developing an outcome using drawing, painting and collage styles.	
The Lodge								
Birch Wood Vale	Transition	TDH			Geometric Clock Design Part 1 – explore the visual elements of line, shape, colour, and research clock designs.			Geometric Clock Design Part 2 – develop and design a geometric clock based on an artist links.
	Nurture	IGB	Introducing the visual elements – an introduction to line, tone, shade, shape, form, patterns & texture.	Exploring media and materials using the visual elements	Theme: Still-life Part 1 – investigating artist of the theme using, drawing, painting and collage techniques.	Theme: Still-life Part 2 – developing an outcome using drawing, painting and collage styles.	Theme: Landscape Part 1 – investigating artist of the theme using, drawing, painting and collage techniques.	Theme: Landscape Part 2 – developing an outcome using drawing, painting and collage styles.
	KS3	Year 7		Village Life Part 1– develop designs and produce a prototype for a wooden toy based on a variety of themes; light house, tree house, caravan etc.				Village Life Part 2 – develop produce a final 3D outcome a wooden toy and evaluate against the specifications.
		Year 8		Village Life Part 1– develop designs and produce a prototype for a wooden toy based on a variety of themes; light house, tree house, caravan etc.				Village Life Part 2 – develop produce a final 3D outcome a wooden toy and evaluate against the specifications.
		Year 9			Graffiti Pop Clock Part 1 – investigate Pop Art lettering & Clock designs. Explore ideas using a range of media and materials.			Graffiti Pop Clock Part 2 – Design and develop ideas for a 2D Relief Clock based on personal Pop art style.



Long Term Curriculum Map

	KS4	Year 10	Design Component 1: Project 1 – Creative Calligraphy & Advertisement investigate and explore a range of 2D lettering designs using media and materials.	Design Component 1: Project 1 – Creative Calligraphy design and develop a Graphic Advertisement using a range of styles and techniques.	Design Component 1: Project 2 – Sports Promotional Design, investigate and present designers of sportswear, products, and associated sports.	Design Component 1: Project 2 – Sports Promotional Design, generate ideas from the selected sports and sporting products.	Design Component 1: Project 2 – Sports Promotional Design, develop conceptual ideas for a sports P.O.S. Stand.	Design Component 1: Project 2 – Sports Promotional Design, develop and make a 3D outcome of the conceptual P.O.S Stand ideas.
		Year 11	Design Component 1: Project 2 – Product Design, develop and make a 3D outcome of the conceptual ideas developed for a footwear design.	Design Component 1: Project 3 – Creative Calligraphy & Advertisement investigate and explore a range of 2D lettering designs using media and materials.	Design Component 2: Examination Project, investigate and research a selected starting point.	Design Component 2: Examination Project, investigate artists and designers based on a theme of the starting point.	Design Component 2: Examination Project, develop ideas based on a theme and produce an outcome.	Design Component 1: Project 3 – Creative Calligraphy design and develop a Graphic Advertisement using a range of styles and techniques.
Ashton House	KS3	The Yard	Home Sweet Home – investigate and explore features of a house and designing and making a porotype open house template design.			The Parade Part 1 – investigate a variety of buildings and themes of shops in a Parade.		
		The Den	The Parade Part 1– investigate a variety of buildings and themes of shops in a Parade and create a 3D outcome.			The Parade Part 2 – Develop range of ideas for themes for shop design in a Parade and create a 2D/3D outcome.		
	KS4	The Nook (Design)	Following the GCSE Design Yr. 10 & Yr. 11 LTP for 2025/26					
BWC	Post 16	BWCA						
		BWCN						

