

KS2: Class 5: Summer Term 2026: Year 4 (of 4 year cycle):

(Art | [Design & Technology](#))

Artwork for Y6 Production

Title of Art Unit	Artwork for Y6 end of term production
Description of Unit	Creating artwork to support the Y6 production: Let Loose To include: posters, props, backdrops, tickets
Timing	Summer Term 2
Disciplines	Drawing, painting, printing, collage
Key artist(s)	N/A
Relevant prior learning	This unit brings together all the previous art learning to enable the pupils to select the best technique / medium for the tasks required. Drawing, painting, printing and collage
Enrichment opportunities (if relevant)	To test props and backdrops, costumes as part of the rehearsal process. Use of technology to research artwork as part of a theatre production
Assessment of learning	Production Director to be assured that the artwork created enhances the performance for the audience Audience feedback
Key Vocabulary	Posters, props, backdrops, tickets, audience, design

Design & Technology

Aspect of DT	Steady Hand Game		
	Design a Burger		
Focus	Design a Steady Hand Game - cross curricular link with Science: Electricity		
Timing	Summer Term		
Product	Steady Hand Game Lunchtime meal for pupils and adults		
User	Pupils at Great Abington / Mr Underwood / Community at the Summer Fair Y6 pupils / Y6 parents and carers / Governors / staff		
Purpose	Design a Steady Hand Game for Summer Fair Design and cook a burger for the end of Primary phase party for parents and carers		
Key Practitioner	Y6		
Relevant prior learning Steady hand game		<i>Prior learning</i>	<i>Teaching points/notes</i>
	Y4 (as above plus)	identify common appliances that run on electricity; construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers; identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery; recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit; recognise some common conductors and insulators, and associate metals with being good conductors.	
	Y6 (as above plus)		Initial lesson as assessment opportunity for all children. Address any misconceptions regarding prior learning
Relevant prior learning Build a Burger	Y1	Fruit kebabs. Pancakes. Stirring, mixing focus.	Guided, pattern element linked to Maths, pancakes linked to Literacy work.
	Y2 (as above plus)	Cutting of fruit, evaluating aesthetics.	Focus on creating based on a plan and evaluation process.

	Y3 (as above plus)	Supported making of Brigadiero (Brazilian sweets) and tasting of other cultural favourites	Following steps/ instructions within a time frame.
	Y4 (as above plus)	Supported making of Brigadiero (Brazilian sweets) and tasting of other cultural favourites	Following steps/ instructions within a time frame.
	Y5 (as above plus)	Cam toys - design cycle, design criteria Dips - evaluation of existing products	
Investigative & Evaluative Activities	In small groups. Problem solving skills.		
Focused Tasks	Design an electricity based 'game'. Drawing, investigating circuits Design a burger thinking of audience		
Design, Make & Evaluate Activities	Do the games work reliably? Does the food match the description?		
Links to wider topic / foundation subjects (if relevant)	Physics - Electricity unit Art - Pop art / bright colours Maths - measurements Science - change of state		
Enrichment opportunities (if relevant)	Personal research using Chromebooks into steady hand games Work with Aspens chef		
Outdoor Learning (if relevant)	Design and creativity in the STEAM area of the site Outdoor eating experience for Y6 parents and carers		
Equalities, Diversity and Inclusion (if relevant)	Ensure that the games provided by Class 5 are accessible for users Range of dietary needs catered for through surveys and recipes		
Assessment of learning	Regular discussion and retrieval of key vocabulary Opportunities for children to reflect on their own learning and peer assess / discuss each others' work. Opportunities for children to discuss their work and ideas, motivations, reasoning behind it with the class teacher.		
Key Vocabulary	cell, battery, switch, bulb, motor, buzzer, series, parallel, circuit, wire, crocodile clips, in/complete circuit, loop, bright/dim, symbol, conductor, insulator, mains, plug, short circuit Ground beef (or mince), patty, seasoning, binders, and grilling or pan-frying techniques, fat, texture, plant-based, flavourings, dice, grate, mash, portion, combine		