Sticky Knowledge & Retrieval Practice

We build 'sticky knowledge' by revisiting key learning regularly so pupils can remember it and use it over time. Each unit links back to what pupils have already learned, helping them make connections and deepen understanding. Teachers use simple retrieval activities—such as quizzes, quick discussions, flashbacks, or practical recall tasks—to help children keep important knowledge in their long-term memory. This supports pupils in building secure foundations and being able to apply what they know with confidence.

Cranmore School Art and Design Technology Long Term Curriculum Overview						
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
FS1	Pupils explore art through different drawing materials. Seasonal art – pupils manipulate clay to make Christmas decorations and explore a range of natural and manmade printing materials for Christmas cards. Independent artwork using Kandinsky as inspiration. They explore mark making, printing and light and dark.		Pupils talk about their ideas and explore different ways to record them using a range of media. Pupils paint pictures of people who help us. They use a range of drawing materials, art application techniques and mixed media. They explore line and pattern. The pupils explore the work of the artist Klee and use ideas to support colour mixing.		Pupils paint pictures of farm animals. They explore print, pattern, texture and shape. Pupils make 3D forms using natural resources such as daisies, twigs, dandelions, leaves etc.	
FS2	Pupils explore mark making through different drawing materials. They begin to draw from observation using faces and self portraits as a stimulus. They explore work from the artist Leonardo de Vinci. Pupils explore paint and painting techniques through nature, music and collaborative work. They develop creativity through child led exploration of mixed media and making collages. They explore the artwork of Anthony Gormley.		Pupils explore the sculptural qualities of malleable materials and natural objects: developing the use of tools and joining techniques. They design 3D models and create a landscape. Pupils create observational drawing and explore the artwork of Monet.		Pupils develop cutting, threading. Joining and folding skills through fun, creative craft projects. Seasonal crafts – pupils create suncatchers, salt dough decorations. They explore colour, texture and design and explore the artwork of Henri Rousseau.	
Year 1	Kapow – exploring lines Pupils explore lines and experiment with media. They draw from observation. They hold and use drawing tools in different ways to create different lines and marks. Pupils explore the artwork of Bridget Riley.	Kapow – Structures Pupils construct a windmill. They investigate and test different structures. They work collaboratively to discuss their structures and suggest improvements.	Kapow – Sculpture and 3D play Pupils learn to roll paper to make 3D sculptures. They work collaboratively to make a 'tree of life' and plan and create a larger sculpture together. They learn that 3D art is called sculpture.	Kapow – Puppets Pupils learn to join fabrics together using different methods. They design and decorate their own puppets.	Painting – Mixed Media – Colour Splash Pupils explore colour mixing through paint play, using a range of tools to paint on different surfaces and creating paintings inspired by Clarice Cliff and Jasper Johns.	Kapow – Cooking and nutrition - Fruit smoothies. Pupils describe fruits and vegetables and explain how to identify fruits. Pupils describe basic characteristics of fruit and vegetables. They prepare fruits and vegetables to make a smoothie.

Year 2	Kapow – Tell a story investigating mark making using different media – charcoal, sketching pencils, pastels. Observational drawings of toys with texture.	Kapow – Baby Bear's Chair Pupils explore techniques that will produce the strongest chair. They explore structures and strengths in materials.	Kapow – Life in Colour (painting) – Primary and secondary colours. Pupils explore colour mixing and primary and secondary colours. They explore artwork from the artist Romare Bearden.	Kapow – Mechanisms – Pupils make a moving monster. They learn about linkages, levers and pivots. They measure and join pieces together using split pins. They design and evaluate.	Kapow – Sculpture – Clay Houses Pupils flatten clay. They learn about the sculpture of Rachel Whiteread and create their own clay house tile in response.	Kapow – Cooking and Nutrition Pupils explore a balanced diet. They describe the taste, feel and smell of different foods. They design a healthy wrap for their leavers party.

In Art and Design & Technology across EYFS and KS1, children regularly revisit core skills so that essential knowledge becomes embedded and long-lasting. Through ongoing retrieval of techniques such as drawing, painting, cutting, joining, and using simple tools safely, pupils build confidence and fluency in their creative work. This repeated practice helps develop "sticky knowledge" — understanding how to select materials for purpose, how to use tools with control, how to explore colour, shape and texture, and how to plan, make and evaluate simple products. As children progress from early exploration to more purposeful creating, they learn to communicate ideas visually, make choices about media and techniques, and reflect on how to improve their work, forming a strong foundation for future artistic and design thinking.