

Long Term Plan for Art & Design 2025-2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Owl	Drawing Self portraits	Sculpture Kandinsky Moulding Clay shape art	Painting Mixing colours	Sculpture Junk model vehicle	Sculpture Matisse ‘Snail’ collage.	Sculpture 3D art making sea creatures.
Osprey		Painting Paul Klee Develop skills in measuring and mixing paint. Blend colours in palettes and on the paper and develop ability to paint more skilfully. Drawing Pupils develop their ability and increase their control of line & using simple 2D geometric shapes when drawing	Collage Pupils create patterns & experiment with shape and textures using mixed media.	Painting Andy Warhol Pupil’s use colours imaginatively learning that colour can be used to express their thoughts and feelings. Pupils further develop their ability to make colours darker and lighter	Sculpture To experiment with constructing and joining recycled, natural and manmade materials. Painting Paint on 3D surfaces. Add things to paint to make textures such as sand, grit, salt	Drawing Pupils develop their ability and increase their control of line & using simple 2D geometric shapes when drawing. Painting They paint thick and thin lines using different brushes, big and small shapes in a range of pure and mixed colours.
Falcon	Sculpture Frank Stella To experiment with constructing and joining materials and manipulate malleable materials in a variety of ways.	Drawing Use simple lines & geometric shapes to create forms. Control pressure when using drawing implements to create lighter or darker tones and marks. Identify & draw some detail, texture, pattern.	Painting Northern Lights Understand warm & cool colours. Develop colour mixing to make finer variations in secondary colours.		Painting Shields Understand the importance of outlines & paint more sophisticated shapes. To paint neatly and carefully, without leaving gaps or messy edges	Sculpture Andy Goldsworthy Nature Planning and evaluating artwork.
Kestrel		Sculpture <i>Christmas Decoration</i> <i>Diya Lamp</i> To plan, design and make models from observation or imagination. To shape, form, model and construct using both malleable and rigid materials.	Painting <i>Vincent Van Gogh</i> Pupils are developing their painting skills increasing control, & precision when painting detail, lines and edges of shapes. Pupils study how other artists’ paint, applying elements of this to their work.	Drawing <i>Rousseau</i> Pupils can more effectively control drawing media to create dark and light tones. Pupils work in a range of drawing media including sketch pencils, charcoal,	Drawing <i>Cave Painting</i> Painting with line for expression and to define detail. Create more complex patterns and textures. Pupil’s mix secondary and tertiary colours to paint with and use colours,	Sculpture Canopic Jar To join clay adequately and construct a simple base for extending and modelling other shapes.

		To create surface patterns and textures in a malleable material.		crayons, coloured pencils, felt pens and pastels Pupil's mix secondary and tertiary colours to paint with and use colours, textures, lines and shapes imaginatively and appropriately to express ideas.	textures, lines and shapes imaginatively and appropriately to express ideas. Identify and draw the 2D & 3D geometric shapes in nature and the world around them.	
Merlin	Painting Pete Cromer Use paint with sensitivity & control, more accurately applying appropriate amounts of paint to the surface. Use different types of paint such as poster paint, watercolour or acrylic for example. Know when to use these paints & name some of their properties (water colour)	Drawing Pupils show awareness of how tone can make paintings more realistic or more expressive, learning to manipulate light and shade for dramatic effect. (Manga) Use pattern & texture for desired effects and decoration or more expressive, learning to manipulate light and shade for dramatic effect.		Painting David Hockney Pupils learn how colour has light and dark values and how colour can be used to make colours lighter or darker, creating more vibrant paintings. Use line with greater confidence to highlight form and shape.	Photography To improve their mastery of techniques – Photography. (Use digital software to manipulate images)	Sculpture To create surface patterns and textures in a malleable material. To replicate patterns and textures in a 3-D form (Greek Masks)
Hawk		Painting To develop skills to paint neatly and carefully, without leaving gaps and to paint in a more creative style when the painting demands. To control the amount of paint they need to use.	Drawing To control the amount of force and pressure when drawing and to understand the difference between sketching and rendering more deliberate marks.	Sculpture Henry Moore To use materials other than clay to create a 3D sculpture		Painting Roy Lichtenstein To know colour relationships such as complimentary and harmonious colours To mix secondary and tertiary colours, being able to control the amounts for purpose
Eagle	Sculpture Clay Pottery – using clay to create form in sculpture, adding pattern, texture and shape. Use skills such as joining, slabs and coils.	Drawing Draw with increasing confidence and control. Investigating sketching skills such as the use of shading to show different light sources.	Painting (landscape) Using colour mixing to create atmosphere and evoke feelings. Use colours to create 3D form, depth and distance.	Mixed Media Use a variety of mixed media including chalk, pastel and other materials to create collages and artwork.		Photography Using the skills of perspective and distance to create photographic art and looking at the art of a photographer (Hugo Suissas)