



The Woodland Federation of Peak District Schools

Long Term Plan for Art KS1

2024-2025		
Term	Unit	Objectives
Autumn 1	Make Your Mark - Drawing	<ul style="list-style-type: none"> To know how to create different types of lines. To explore line and mark making to draw water. To draw with different media. To develop an understanding of mark making. To apply an understanding of drawing materials and mark making to draw from observation.
Autumn 2	Design Technology Unit	
Spring 1	Sculpture and 3D Paper Play	<ul style="list-style-type: none"> To roll paper to make 3D structures. To shape paper to make a 3D drawing. To apply paper-shaping skills to make an imaginative sculpture. To work collaboratively to plan and create a sculpture. To apply painting skills when working in 3D
Spring 2	Design Technology Unit	
Summer 1	Painting and mixed media- Colour splash	<ul style="list-style-type: none"> To investigate how to mix secondary colours. To apply knowledge of colour mixing when painting. To explore colour when printing. To experiment with paint mixing to make a range of secondary colours. To apply their painting skills when working in the style of an artist.
Summer 2	Design Technology Unit	

2025-2026

Term	Unit	Objectives
Autumn 1	Drawing - Tell a story	To develop a range of mark making techniques To explore and experiment with mark-making to create textures. To develop observational drawing. To understand how to apply expressions to illustrate a character. To develop illustrations to tell a story.
Autumn 2	Design Technology Unit	
Spring 1	Painting and mixed media - Life in colour	To develop knowledge of colour mixing. To know how texture can be created with paint. To use paint to explore texture and pattern. To compose a collage, choosing and arranging materials for effect. To evaluate and improve artwork.
Spring 2	Design Technology Unit	
Summer 1	Sculpture and 3D: Clay Houses	To use my hands as a tool to shape clay. To shape a pinch pot and join clay shapes as decoration. To use impressing and joining techniques to decorate a clay tile. To use drawing to plan the features of a 3D model. To make a 3D clay tile from a drawn design.
Summer 2	Design Technology Unit	