



The Woodland Federation of Peak District Schools

Long Term Plan for Art KS2

2024-2025		
Term	Unit	Objectives
Autumn 1	Growing Artists - Drawing	<ul style="list-style-type: none"> To recognise how artists use shape in drawing. To understand how to create tone in drawing by shading. To understand how texture can be created and used to make art. To apply observational drawing skills to create detailed studies. To explore composition and scale to create abstract drawings.
Autumn 2	Design Technology Unit	
Spring 1	Painting and Mixed Media - Prehistoric Painting	<ul style="list-style-type: none"> To apply an understanding of prehistoric man-made art. To understand and use scale to enlarge drawings in a different medium. To explore how natural products produce pigments to make different colours. To select and apply a range of painting techniques. To apply painting skills when creating a collaborative artwork.
Spring 2	Design Technology Unit	
Summer 1	Sculpture & 3D - Abstract shape and space	<ul style="list-style-type: none"> To join 2D shapes to make 3D structures. To join materials in different ways when working in 3D. To develop ideas for 3D artwork. To apply knowledge of sculpture when working in 3D. To evaluate and improve an artwork.
Summer 2	Design Technology Unit	

2025-2026

Term	Unit	Objectives
Autumn 1	Drawing - Power prints	To draw using tone to create a 3D effect. To explore proportion and tone when drawing. To plan a composition for a mixed-media drawing. To use shading techniques to create pattern and contrast. To work collaboratively to develop drawings into prints.
Autumn 2	Design Technology Unit	
Spring 1	Painting and Mixed Media - Light and Dark	To understand how to darken or lighten a colour when mixing paint. To use tints and shades to give a three-dimensional effect when painting. To explore how paint can create very different effects. To consider proportion and composition when planning a still life painting. To apply knowledge of colour mixing and painting techniques to create a finished piece.
Spring 2	Design Technology Unit	
Summer 1	Sculpture & 3D - Mega Materials	To develop ideas for 3D work through drawing and visualisation in 2D. To use more complex techniques to shape materials. To explore how shapes can be formed and joined in wire. To consider the effect of how sculpture is displayed. To choose and join a variety of materials to make sculpture.
Summer 2	Design Technology Unit	

2026-2027

Term	Unit	Objectives
Autumn 1	Drawing – I Need Space	To explore the purpose and effect of imagery. To understand and explore decision making in creative processes. To develop drawn ideas through printmaking. To test and develop ideas using sketchbooks. To apply an understanding of drawing processes to revisit and improve ideas.
Autumn 2	Design Technology Unit	
Spring 1	Painting and Mixed Media - Portraits	To explore the purpose and effect of imagery. To understand and explore decision making in creative processes. To develop drawn ideas through printmaking. To test and develop ideas using sketchbooks. To apply an understanding of drawing processes to revisit and improve ideas.
Spring 2	Design Technology Unit	
Summer 1	Sculpture & 3D - Interactive installation	To identify and compare features of art installations. To investigate the effect of space and scale when creating 3D art. To problem-solve when constructing 3D artworks. To plan an installation that communicates an idea. To apply their knowledge of installation art and develop ideas into a finished piece.
Summer 2	Design Technology Unit	

2027-2028

Term	Unit	Objectives
Autumn 1	Drawing - Make my voice heard	To explore expressive drawing techniques. To consider how symbolism in art can convey meaning. To apply understanding of the drawing technique chiaroscuro. To evaluate the context and intention of street art. To apply an understanding of impact and effect to create a powerful image.
Autumn 2	Design Technology Unit	
Spring 1	Painting and Mixed Media - Artist Study	To understand how to analyse a famous painting. To understand how to find meaning in painting. To apply drama techniques to explore the meaning of a painting. To apply interpretation skills to analyse and respond to an abstract painting. To understand how art can tell stories or portray messages. To develop starting points for creative outcomes. To demonstrate an understanding of painting techniques to make personal choices.
Spring 2	Design Technology Unit	
Summer 1	Sculpture & 3D - Making Memories	To analyse how art can explore the concept of self. To explore sculptural techniques. To use creative experience to develop ideas and plan a sculpture. To apply an understanding of materials and techniques to work in 3D. To problem solve, evaluate and refine artwork to achieve a chosen outcome.
Summer 2	Design Technology Unit	