



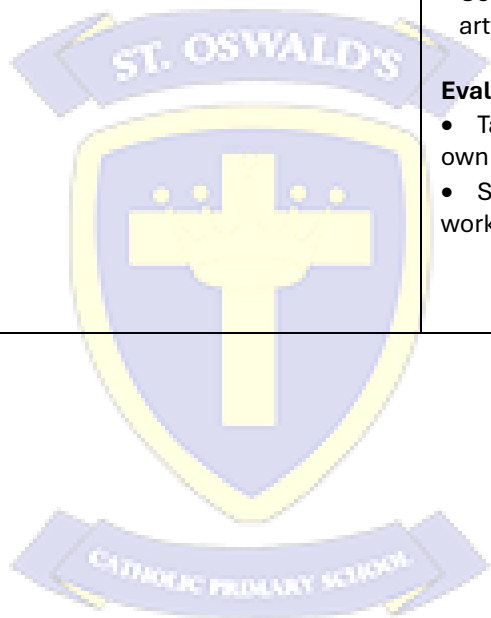
St Oswald's Catholic Primary School



Art Long Term Plan 2026-2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Exploring colours and creating portraits of themselves. Looking at Picasso and creating own Picasso collage. 3D face pictures using natural collage materials.	Designing a new wild thing using a range of media. Natural materials artwork. Colour mixing- looking at tones of colours. Christmas art work.	Using different media to create underwater scenes- 2D and 3D. Creating their own rainbow fish with dull and shiny materials. Pencil drawings of sea creatures. Puppets- underwater sea creatures. Sewing. Making Chinese dragons, Chinese lanterns,	Sunflower pictures and looking at Van Gough Moving pictures. Use different media to create a picture of their own flower/butterfly.	African patterns. Silhouette patterns- African plain- sunset and black animals. Animal patterns (camouflage)	Making a moving pirate. Making pictures of pirates Creating their own Jolly Roger. Pirate ships/ model boats. telescopes, binoculars. Pencil drawings of Pirate ships added to a sea background created with different shades of blue.
Year 1		Printing: Buildings	Painting: Hot and Cold			Drawing: The Rocket
Year 2		Drawing: Toys		Sculpture: Clay		Painting: Hot and Cold
Year 3	Sculptures: Paper			Painting: Volcanoes and Earthquakes	Painting: Prehistoric Art	
Year 4	Painting: Seascapes		Drawing: Portraiture		Printing: Textiles	
Year 5	Drawing: New York Skyline		Structure: Shoes on the Danube			Drawing: Dragon Eyes
Year 6	Drawing: Still Life			Sculpture: Lowry		Mixed Media: Aspirations
EYFS Development Matters		National Curriculum				
Expressive Art and Design		End of Key Stage 1		End of Lower Key Stage 2		End of Upper Key Stage 2
Creating with Materials Children are learning to: • Safely use and explore a variety of materials, tools and techniques. • Experiment with colour, design, texture, form and function. • Share their creations and explain the process they have used. • Make use of props and materials when role playing characters in narratives and stories. • Explore, use and refine a variety of artistic effects to express ideas and feelings. • Return to and build on previous learning, refining ideas.		Pupils should be able to: Generate Ideas • Use experiences, observations and imagination to develop ideas. • Record ideas through drawing and other media. Master Techniques • Use a range of materials creatively to design and make products. • Use drawing, painting and sculpture to develop and share ideas, experiences and imagination. • Develop skills in:		Pupils should be able to: Generate and Develop Ideas • Use sketchbooks to collect, record and develop ideas. • Explore different ways of representing observations and imagination. • Refine ideas through experimentation. Master Techniques • Improve control and accuracy in drawing. • Mix colours effectively and use different painting techniques. • Create texture, pattern and tone.		Pupils should be able to: Generate, Refine and Develop Ideas • Use sketchbooks purposefully to develop, refine and revisit ideas. • Independently select appropriate materials and techniques. • Draw upon observation, memory and imagination confidently. Master Techniques • Demonstrate increasing mastery of: ○ Drawing ○ Painting ○ Sculpture

• Create collaboratively, sharing ideas, resources and skills.	• Drawing • Painting • Printing • Collage • Sculpture • Textiles Knowledge of Artists • Learn about the work of a range of artists, craft makers and designers. • Describe similarities and differences between works of art. • Use artistic vocabulary to discuss artwork. Evaluation • Talk about what they like about their own work and the work of others. • Suggest simple improvements to their work.	• Use a wider range of sculptural materials and techniques. • Combine materials creatively. Knowledge and Understanding • Compare artists from different times and cultures. • Recognise how artists use colour, shape, line, texture and pattern. • Discuss artistic styles using appropriate vocabulary. Evaluation • Reflect on work and identify strengths and next steps. • Explain choices of media, techniques and processes.	○ Printing ○ Textiles ○ Digital art • Use tone, shade, texture, form and perspective effectively. • Create original and increasingly sophisticated work. Knowledge and Understanding • Understand how art reflects and shapes history and culture. • Know about significant artists, architects and designers. • Analyse and evaluate artistic works using technical vocabulary. Evaluation • Critically evaluate their own work. • Explain artistic decisions and adaptations. • Compare and interpret artwork from different artists and periods.
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