

Chadsmead Coverage of Art and Design Skills

Artist Focus throughout Chadsmead Primary Academy

	Early Years	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
	Van Gogh- paintings - How many colours are in the rainbow? Lesson 1	Wassily Kandinsky – Colours - Enchanted Woodland – Cycle 1 – Summer 1 –Lesson 12 and 13	Jackson Pollock – Road Trip USA	Andy Warhol - 1950/60s Pop Art ID (Cycle 1 - Autumn 1 – Lesson 3)
Cycle 1		Piet Mondrian, Henri Matisse, Wassily Kandinsky, Georges Seurat – Shape and Colour– Computing – Digital Painting - Lesson 2, 3, 4, 5		Darwin's Delight: Lesson 6: Henrik Grønvold Danish naturalist and painter of birds (Lesson 6)
Cycle 2	Jackson Pollock- Drip and Splash Style painting Can I switch it on- Spring, lesson 7	Piet Mondrian, Mark Rothko, Paul Klee, Robert Delauney – Primary Colours, colour mixing, tints and shades, warm and cool colours – Muck, Mess and Mixtures – Cycle 2 – Autumn 2, Lesson 2 Carl Warner – Food Landscapes - Muck, Mess and Mixtures – Cycle 2 – Autumn 2	Edvard Munch - Post Impressionism Traders and Raiders- Sum 2 Lessons 6/7 Guiseppe Arcimboldo – Burps, Bottoms, Bile L 10, 12	 Hans Holbein – Renaissance Off With her Head – (Summer 1 - Lesson 12) William Morris – British Arts and Crafts Movement – Revolution - (Spring 1 – Lesson 17/18) Henry Moore - Contemporary Sculptor
		Hundertwasser - Street Detectives – Cycle 2 – Spring 1 – Lesson 11 Andy Goldsworthy – Natural Sculptures - Scented Garden – Cycle 2 – Summer 1 – Lesson 6		A Child's War (Summer 1 – Lesson 11) Georgia O'Keeffe - Landscape Artist Allotment (Summer 2 – Lesson 13)

Variety of materials, tools and techniques used throughout Chadsmead Primary Academy

	Early Years	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
Drawing (pencil, charcoal, pastels)	 Why do squirrels hide their nuts?- Cycle 2 Lesson 1, 2, 3 Additional activity- Draw simple representations of things we know- owls, squirrels. Hedgehogs Why are carrots orange? Cycle 2 Lesson 4 Why do you love me so much? Cycle 1 Lesson 4 	Wriggle and Crawl – Cycle 2 – Spring 2 – Lesson 3 Paws, Claws and Whiskers – Cycle 1 – Spring 2 – Lesson 2 Land Ahoy – Cycle 2 – Autumn 2 – Lesson 7 Street Detectives – Cycle 2 – Spring 1 – Lesson 10, Lesson 11 Scented Garden – Cycle 2 – Summer 1 – Lesson 5	Traders and Raiders –cycle 2 Lesson 7 Predator Cycle 1 L13	Blood Heart – cycle 1, Lesson 17 Darwin's Delights – cycle 1, Lesson 6 Off With her Head – cycle 1, Lesson 1 Revolutions – cycle 2, Lesson 17/18 Allotments – cycle 2, Lesson 14
Painting	Do you want to be friends?- Cycle 2 Lesson 8, 10 Are we there yet?- Cycle 2 Lesson 1 Why are carrots orange? Cycle 2 Lesson 10 Why do you love me so much? Cycle 1 Lesson 1	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 3, Lesson 4, Lesson 5 Enchanted Woodland – Cycle 1 – Summer 1 –Lesson 11, 12, 13	Traders and Raiders-cycle 2 Lesson 7	ID – Cycle 1, Lesson 3 Ancient Civilisations – cycle 1, Lessor 15 Off with her Head – Cycle 2, Lesson 1
Printing	Why do squirrels hide their nuts?- Cycle 2 Lesson 1	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 9 Paws, Claws and Whiskers – Cycle 1 – Spring 2 – Lesson 9, Lesson 10	Blue Abyss Cycle 2 Lesson 19	Revolutions – cycle 2, Lesson 17/18
Textiles	Are we there yet?- Cycle 2 Lesson 1, 6, 7, 8	Dinosaur Planet – Cycle 1 – Summer 2 – Lesson 6	Tribal Tales Cycle 2 Aut 2 L7	Revolutions – cycle 2, Lesson 17/18
Collage	Are we there yet?- Cycle 2 Lesson 1	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 2 Moon Zoom – Cycle 1 – Autumn 1 – Lesson 8 Superheroes – Cycle 1 – Autumn 2 – Lesson 3	I am warrior – Cycle 2 Spr 2 Lesson 12	ID – cycle 1, Lesson 17 Darwin's Delight: Lesson 6: (Lesson 6 Blood Heart – cycle 1, Lesson 16

3D form/Sculpture	Why do squirrels hide their nuts?- Cycle 2 Lesson 5 What happens when I fall asleep?- Cycle 2 Lesson 2 Where does snow go?- Cycle 2 Lesson 4	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 10 Enchanted Woodland – Cycle 1 – Summer 1 – WOW Starter	Tribal Tales Cycle 2 Aut 2 L7	Ancient Civilisations – cycle 1, Lesson 14 Hola Mexico – Cycle 1, lesson 16 A Child's War – Cycle 2, Lesson 11 Computing, Cycle 2: 3d modelling
IT		Computing – Cycle 1 – Spring 1 – Digital Painting		ID – cycle 1, Lesson 3/16 Tomorrow's World, cycle 1, Lesson 13 Alchemy Island. Cycle 2, Lesson 3 Computing: Cycle 1: Vector drawing

Art: KS1

KS1: Pupils should be taught to use a range of materials creatively to design and make products			
	CYCLE 1	CYCLE 2	
Know how to cut, roll and coil materials such as clay, dough or plasticine	Enchanted Woodland – Cycle 1 – Summer 1 – WOW Starter		
 Know how to create a printed piece of art by pressing rolling, rubbing and stamping 	Paws, Claws and Whiskers – Cycle 1 – Spring 2 – Lesson 9, Lesson 10	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 9	
 Know how to make simple joins by manipulating modelling material or pasting 	Enchanted Woodland – Cycle 1 – Summer 1 – WOW Starter		
 Know how to use different effects within an IT paint package to create a picture 	Computing – Cycle 1 – Spring 1 – Digital Painting		



KS1: Pupils should be taught to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination		
	CYCLE 1	CYCLE 2
 Know how to show how people feel in paintings and drawings 	Computing – Cycle 1 – Spring 1 – Digital Painting – Lesson 5	
 Choose and use three different grades of pencil when drawing (4B, 8B, HB) 	Paws, Claws and Whiskers – Cycle 1 – Spring 2 – Lesson 2	Land Ahoy – Cycle 2 – Autumn 2 – Lesson 7 Wriggle and Crawl – Cycle 2 – Spring 2 – Lesson 3
 Know how to use charcoal, pencil and pastel to create art 	Paws, Claws and Whiskers – Cycle 1 – Spring 2 – Lesson 2	Land Ahoy – Cycle 2 – Autumn 2 – Lesson 7 Wriggle and Crawl – Cycle 2 – Spring 2 – Lesson 3 Scented Garden – Cycle 2 – Summer 1 – Lesson 5
 Know how to use a viewfinder to focus on a specific part of an artefact before drawing it 		Street Detectives – Cycle 2 – Spring 1 – Lesson 10



KS1: Pupils should be taught to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space		
	CYCLE 1	CYCLE 2
Know how to create moods in art work		Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 5
Know the names of the primary and secondary colours	Computing – Cycle 1 – Spring 1 – Digital Painting Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 11	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – WOW Starter, Lesson 2, Lesson 3
Know how to mix paint to create all the secondary colours	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 11, Lesson 13	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 3
Know how to create brown with paint	Enchanted Woodland – Cycle 1 – Summer 1 –Lesson 13	
 Know how to create tints with paint by adding white and know how to create tones with paint by adding black. Know the corresponding vocabulary 	Enchanted Woodland – Cycle 1 – Summer 1 –Lesson 11, Lesson 13	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 4
 Know how to create a repeating pattern in print 	Paws, Claws and Whiskers – Cycle 1 – Spring 2 – Lesson 9, Lesson 10	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 9
Be able to sort and arrange materials	Moon Zoom – Cycle 1 – Autumn 1 – Lesson 8 Superheroes – Cycle 1 – Autumn 2 – Lesson 3	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 –Lesson 10 Scented Garden – Cycle 2 – Summer 1 – Lesson 6
 Use a combination of materials that have been cut, torn and glued 	Moon Zoom – Cycle 1 – Autumn 1 – Lesson 8 Superheroes – Cycle 1 – Autumn 2 – Lesson 3	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 2

Art: KS1

KS1: Pupils should be taught about the work of a range of arti differences and similarities between different practices and d (There should be at least one artist s	lisciplines and making lir	
	CYCLE 1	CYCLE 2
Describe what can be seen and give an opinion about the work of an artist	Paws, Claws and Whiskers – Cycle 1 – Spring 2 – Lesson 3 Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 12	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 –Lesson 10 Street Detectives – Cycle 2 – Spring 1 – Lesson 11
Ask questions about a piece of art	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 12	
 Suggest how artists have used colour, pattern and shape 	Computing – Cycle 1 – Spring 1 – Digital Painting Enchanted Woodland – Cycle 1 – Summer 1 –Lesson 12	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 –Lesson 4, Lesson 5
 Know how to create a piece of art in response to the work of another artist 	P Computing – Cycle 1 – Spring 1 – Digital Painting aws, Claws and Whiskers – Cycle 1 – Spring 2 – Lesson 3 Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 13	Muck, Mess and Mixtures – Cycle 2 – Autumn 1 –Lesson 2 – 5, Lesson 10 Street Detectives – Cycle 2 – Spring 1 – Lesson 11 Scented Garden – Cycle 2 – Summer 1 – Lesson 6



KS2: Pupils should be taught to create sketch books to record their observations and use them to review and revisit ideas			
	CYCLE 1	CYCLE 2	
 Know how to use sketches to produce a final piece of art 	Gods & Mortals Lesson 9 Predator Spr 2 lesson 13	Traders and Raiders Lesson 6 I am warrior – Cycle 2 Spr 2 Lesson 12 Bottoms, Burps and Bile – Aut 1 – Lesson 10 & 12 Blue Abyss Lesson 19	
Use sketchbooks to help create facial expressions	Tremors Lesson 9	Traders and Raiders Lesson 6	
Use sketchbooks to experiment with different texture		Burps, Bottoms, Bile L10 L12	
Use photographs to help create reflections	Predator Spr 2 lesson 13	Bottoms, Burps and Bile – Aut 1 – Lesson 10	
• Know how to use digital images and combine with other media know how to create art which includes their own work and that of others	Tremors Lesson 8 Predator L13		

Art: LKS2

KS2: Pupils should be taught to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)		
	CYCLE 1	CYCLE 2
 Know how to show facial expressions and body language in sketches and paintings 	Tremors Lesson 9	Traders and Raiders Lesson 6
 know how to use different grades of pencil to shade and to show different tones. 	Tremors Lesson 9 Predator Spr 2 lesson 13	Traders and Raiders Lesson 6
 Know how to use marks and lines to show texture. 	Mighty metals L8	Tribal Tales L8
 Know how to create a background using a wash 	Road Trip USA L18	Tribal Tales L8
 Know how to use a range of different brushes to create different effects in painting 	Road Trip USA L18	Tribal Tales L8
 Know how to use line, tone, shape and colour to represent figures and form in movement and know how to show reflections 	Predator	Tribal Tales L8
Know how to print onto different materials using at least four colours		Blue Abyss Lesson 19
 Know how to sculpt clay and other mouldable materials 		Potions – Spring 1 – Lesson 8



KS2: Pupils should be taught about great artists, architects and designers in history (There should be at least one artist studied per cycle)		
	CYCLE 1	CYCLE 2
 Know how to identify the techniques used by different artists 	Road Trip USA L18	Traders and Raiders Lesson 6 Bottoms, Burps and Bile Lesson 10 & 12
Know how different artists developed their specific techniques	Road Trip USA L18	Traders and Raiders Lesson 6 Bottoms, Burps and Bile Lesson 10 & 12
Know how to compare the work of different artists	Road Trip USA L18	Bottoms, Burps and Bile Lesson 10 & 12
Recognise when art is from different cultures	Road Trip USA L16	I am warrior L12 Bottoms, Burps and Bile Lesson 10 & 12
 Recognise when art is from different historical periods and explain some of the features 	Road Trip USA 18	I am warrior – L12
Experiment with styles used by other artists	Road Trip USA 18	Bottoms, Burps and Bile – Aut 1 – Lesson 10 & 12

Art: UKS2

KS2: Pupils should be taught to create sketch books to record their observations and use them to review and revisit ideas			
	CYCLE 1	CYCLE 2	
Experiment by using marks and lines to produce texture	Ancient Civilisations, Lesson 14 Tomorrow's World, Lesson 13 Darwin's Delight: Lesson 6 Blood Heart – cycle 1, Lesson 17 Darwin's Delights – cycle 1, Lesson 6 Off With her Head – cycle 1, Lesson 12	Off With her Head, Lesson 13 Alchemy Island, Lesson 3 Revolutions – cycle 2, Lesson 17/18 Allotments – cycle 2, Lesson 14	
Experiment with shading to create mood and feeling	ID: Lesson 3 Blood Heart, Lesson 17	Off With her Head, Lesson 13 Stargazers, Lesson 10	
Experiment with media to create emotion in art	ID, Lesson 3 Ancient Civilisations, Lesson 14	A Child's War, Lesson 11 Revolutions – cycle 2, Lesson 17/18	
Explain why different tools have been used to create art	Hola Mexico: Lesson 13 Ancient Civilisations, Lesson 12, 14	Alchemy Island – Cycle 2, Lesson 3	
Explain why chosen specific techniques have been used	Darwin's Delight: Lesson 6: (Lesson 6) Ancient Civilisations, Lesson 12, 14	Off With her Head, Lesson 11/12 Revolutions – cycle 2, Lesson 17/18	
Know how to use feedback to make amendments and improve art	ID, Lesson 3 Ancient Civilisations, Lesson 14 Darwin's Delight: Lesson 6: (Lesson 6) Blood Heart, Lesson 17 Darwin's Delights, Lesson 6	Off With her Head, Lesson 13 Revolutions, Lesson 17 Stargazers, Lesson 10	
 Know how to use images created, scanned and found; altering them where necessary to create art 	ID, Lesson 3/16 Tomorrow's World, Lesson 13	Alchemy Island – Cycle 2, Lesson 3	
 Know how to use a range of e-resources to create art 	Tomorrow's World, Lesson 13/14 Computing: Vector drawing	Alchemy Island, Lesson 3 Computing, Cycle 2: 3d modelling	

Art: UKS2

KS2: Pupils should be taught to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)			
	CYCLE 1	CYCLE 2	
Use a full range of pencils, charcoal and pastels when creating a piece of observational art	Blood Heart, Lesson 17 Darwin's Delight, Lesson 6	Off With her Head, Lesson 12 Revolutions, Lesson 18 Stargazers – Cycle 2, Lesson 10 A Child's War, Lesson 11	
 Know how to use shading to create mood and feeling 	ID Lesson 3 Blood Heart Lesson 17	Off With her Head, Lesson 13 Stargazers, Lesson 10 A Child's War, Lesson 11	
Know how to organise line, tone, shape and colour to represent figures and forms in movement	Blood Heart, Lesson 16 Darwin's Delight, Lesson 6	Stargazers, Lesson 10 A Child's War, Lesson 11	
Know which media to use to create maximum impact	ID, Lesson 3 Ancient Civilisations, Lesson 14	Alchemy Island, Lesson 3 Stargazers, Lesson 10	
 Know how to express emotion in art 	ID, Lesson 3 Ancient Civilisations, Lesson 14	Off With her Head, Lesson 13 A Child's War, Lesson 11	
 Know how to create an accurate print design following given criteria 	Hola Mexico, Lesson 13 Computing: Cycle 1: Vector drawing	Revolutions, Lesson 18	
 Know how to overprint to create different patterns 	Hola Mexico, Lesson 13 Computing: Cycle 1: Vector drawing	Revolutions, Lesson 18	



KS2: Pupils should be taught about great artists, architects and designers in history		
	CYCLE 1	CYCLE 2
 Research the work of an artist and use their work to replicate a style 	ID: Lesson 3: Andy Warhol Darwin's Delight: Lesson 6: Henrik Grønvold	Off with her Head: Lesson 12: Hans Holbein A Child's War: Lesson 11: Henry Moore Revolution: Lesson 17/18: William Morris Allotment: Lesson 13: Georgia O'Keeffe
 Explain the style of art used and how it has been influenced by a famous artist 	ID: Lesson 3: Andy Warhol Darwin's Delight: Lesson 6: Henrik Grønvold	Off with her Head: Lesson 12: Hans Holbein A Child's War: Lesson 11: Henry Moore Revolution: Lesson 17/18: William Morris Allotment: Lesson 13: Georgia O'Keeffe
 Understand what specific artist is trying to achieve in any given situation 	ID: Lesson 3: Andy Warhol Darwin's Delight: Lesson 6: Henrik Grønvold	Off with her Head: Lesson 12: Hans Holbein A Child's War: Lesson 11: Henry Moore Revolution: Lesson 17/18: William Morris Allotment: Lesson 13: Georgia O'Keeffe
 Understand why art can be very abstract and what message the artist is trying to convey 	ID: Lesson 3: Andy Warhol Darwin's Delight: Lesson 6: Henrik Grønvold	Off with her Head: Lesson 12: Hans Holbein A Child's War: Lesson 11: Henry Moore Revolution: Lesson 17/18: William Morris Allotment: Lesson 13: Georgia O'Keeffe