

Curriculum Intent Overview

Art we aim to build up skills gradually throughout KS3, we use a wide range of materials and each year pupils have the opportunity to experience working in both 2 and 3 dimensions through a variety of media including; clay, paint, pens and oil pastels. Through set projects students learn about different cultures, techniques and processes, which will enable them to access the GCSE course.

At GCSE level students are given a wide range of creative experiences. During the course students will:

- Develop ideas through looking at the work of other artists, designers and craftspeople.
- Have opportunities to experiment with a range of materials in 2D and 3D.
- Learn how to make and record observations using a range of methods including drawing, painting, photography and ICT.
- Finally students will develop methods for presenting personal and meaningful work that reflects their research and experiments into a given topic or theme.
- During the course students will create work in a range of the following disciplines: drawing and painting, mixed media, and 3D.
- Students will have the opportunity to develop a portfolio of work both in class and through regular homework tasks which encourage independent skill development.



Year 7

Unit Title	Unit Overview	Prior Knowledge / skills	New Learning
Formal Elements	The Formal Elements in Art The Formal Elements are the parts used to make a piece of artwork. The art elements are line, shape, space, form, tone, texture, pattern, and colour. They are often used together, and how they are organised in a piece of art determines what the finished piece will look like. Artists consider each of the formal elements carefully when making their artwork.	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Learn about great artists, architects and designers in history.	KEY SKILLS that you will learn I can use good quality of line I can mis paint to make different colours I can blend pencil to make different tones I can draw an object from observation I can identify the seven elements of art I can carefully consider my designs to add a theme and sophisticated colour
Masks	Students will create their own masks based on a traditional, ceremonial and/or cultural event. ARTISTS that you will explore Romuald Hazoume ARTISTS that you could research yourself Taffany Matheson Felicia Murry Serge Clottey CULTURES that you could research	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Learn about great artists, architects and designers in history.	KEY SKILLS that you will learn I can create a symmetrical design I can use observational drawing skills to accurately recreate an image I can make and use a sgraffito page I can use other cultures to inspire my pieces I can design an original mask based on a theme I can carefully consider my designs to add a theme and sophisticated colour I can manipulate card to create a three dimensional piece of work



	Ashanti Tribe Noh Theatre Dogon Tribe Venetian Masquerade Greek Theatre		
The Ocean	Students will create a piece based around the problems with pollution and the ocean. Students will discussion topics like activism, conservation and pollution. They create a piece using observational skills, pastels, collage and print. ARTISTS that you will explore Washed Ashore Zan Zi Xi Shepard Fairey Hokusai ARTISTS and ACTVISTS that you could research yourself Banksy lain Macarthur	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Learn about great artists, architects and designers in history.	KEY SKILLS that you will learn I can explain what activism means when discussing art I can use observational drawing skills to accurately recreate an image I can use tone to express form I can use oil pastels to create an accurate print I can create a collaged composition using the project theme as inspiration I can explain what a monoprint is and how it can be used I can design and create a poster inspired by a range of artists work

Art



Year 8

Unit Title	Unit Overview	Prior Knowledge / skills	New Learning
Pixel and Digital Art	The first use of the term digital art was in the early 1980s when computer engineers devised a paint program which was used by the pioneering digital artist Harold Cohen. In this project you will have use your observational skills to create expressive and simplified art artwork. ARTISTS that you will explore Julian Opie Kai Vermehr Steffen Sauerteig Svend Smital Mojang	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Learn about great artists, architects and designers in history.	KEY SKILLS that you will learn I can explain what a Pixel is I can use Pixels to make an image I can use observational drawing skills to accurately recreate an eye I can mix different tones in paint I can use tone to express form I can simplify an image
Street Art	Students will look at how artist use graffiti to express opinions, mark territory with tags and blur the lines between art and vandalism. ARTISTS that you will explore	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and	KEY SKILLS that you will learn I can use different fonts to create a personal tag I can apply a variety of colours to create bold designs



Banksy King Robbo Lady Pink ARTISTS that you could research yourself Bondi Face the strange CornBread Blek le Rat COMBO Shepard Fairey Jean-Michel Basquiat Keith Haring	sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Learn about great artists, architects and designers in history.	I can use solid, controlled bold outlines I can use a variety of materials carefully to create a neat piece of work I can blend harmonious together I can use my observational drawing skills to add personal elements I can use the work of artists to inspire my pieces I can carefully consider my designs to add a theme and sophisticated colour
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Art



Year 9

Unit Title	Unit Overview	Prior Knowledge / skills	New Learning
Abstract Forms	Students will look into the meaning of abstract art and sculptures and create a range of pieces with clay, ink washes and print. ARTISTS that you will explore Barbara Hepworth ARTISTS that you could research yourself Henry Moore Bernard Leech Ben Nicholson Peter Lanyon Wassily Kandinsky	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Learn about great artists, architects and designers in history.	KEY SKILLS that you will learn I can explain what Abstract art is I can use observational drawing skills to accurately recreate an image I can use tone to express form I can use the ink wash process to create a large scale image I can explain what a monoprint is I can design and create an abstract sculpture using clay



Creative Industries	Students will research different jobs within the creative industries and learn about clients, design briefs and develop a graphic design piece of art work. Creative industries that you will explore Graphic Design Fashion Architecture Product designer Photographer Concept artist	To create sketch books to record their observations and use them to review and revisit ideas Develop art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay) Learn about great artists, architects and designers in history.	KEY SKILLS that you will learn I will learn about different creative industries. I will learn how to work to a design brief from a client. I will have an introduction to the design process — an understanding of a design need, brief, specifications and research. I will develop graphics skills. I will work across the technology department to develop a product.
Portrait	Students will produce a piece based on portraiture and learn the observational skills to produce a portrait.	To create sketch books to record their observations and use them to	KEY SKILLS that you will learn I can explain what a portrait is
	APTISTS that you will explore	review and revisit ideas	I can use observational drawing skills to
	ARTISTS that you will explore Jonathan Yeo	Develop art and design techniques, including drawing, painting and	accurately recreate an image I can use tone to express form
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	Alana De Hayes	sculpture with a range of materials	I can use pencil and biro to express tone
	Loui Jover	[for example, pencil, charcoal,	I can accurately a properly proportioned face
	ARTISTS that you could research yourself	paint, clay)	I can manipulate images



Frida Kahlo Vincent Van Gogh Kehinde Wiley	Learn about great artists, architects and designers in history.	I can use basic functions on photoshop I can design and create a poster inspired by a range of artists work