

Art Curriculum Content Overview			
	Autumn	Spring	Summer
Year 7	Baseline Test	Baseline Test	Baseline Test
	<p>1.Drawing Skills 1 - Line Continuous Line Portrait</p> <p>2.Drawing Skills 2 - Tone Worksheets Shading dark to light</p> <p>3.How to turn circles into spheres using hatching, cross hatching, dots, elliptical line.</p>	<p>4.Drawing Skill 3 - Colour Theory (a)Colour Palette for Caran D'Ache pencil crayons (b)Colour matching sheets - dry and wet pencil crayon.</p> <p>5.Observational tonal study of Apple Pencil</p> <p>6.Tonal dot Apple study Fineliner</p>	<p>7. Jon Burgerman Project Artist's copy</p> <p>8. Computer work on Photoshop using Jon Burgerman as a reference to create a name plate.</p> <p>9. Take a black and white outline version of computer version and hand draw and colour name plate using learnt pencil pencil crayon technique.</p>
Year 8	Baseline Test	Baseline Test	Baseline Test
	<p>Delaunay Project</p> <p>1. Triptych worksheet of Delaunay circles using Caran D'Ache pencil crayons - wet, dry and tonal value; retrieving technique and knowledge from year 7 Colour Theory.</p> <p>2. Research 5 Artist's; Delaunay Bridget Riley Hundertwasser Josef Albers Johann Itten kandinsky</p> <p>3. Create their own design using the Artist's influence.</p>	<p>4. Delaunay circles Photoshop edit.</p> <p>5. Complete the design by hand using watercolour.</p> <p>Sweet Project</p> <p>6. Research 'Pop Art' using the following Artist's;</p> <p>7.Typography worksheet of sweet packaging</p>	<p>8. Observational x 6 studies using; Pencil Fineliner Felt tip + water Black Biro</p> <p>Caran D'Ache Pencil Crayons + water</p> <p>9. Sarah Graham Artist's copy using a medium practiced; Caran d'Ache Pencil Crayon Felt tip + water</p> <p>10.Name plate using Sweet branding typography and images of sweets</p> <p>11.Photoshop - digital name plates</p>

Year 9	Baseline Test	Baseline Test	Baseline Test
	<p data-bbox="271 181 848 218">Haida Project</p> <ol data-bbox="271 256 848 1197" style="list-style-type: none"> 1. Research the Haida tribe, looking at historical/cultural elements of their art. 2. Haida Artist's copy. Looking at the principles of design and composition. This will include the following steps; 3. Outline in fineliner 4. Colour fill using appropriate colour palette with paint 5. Look at Zentangles and the relationship, connecting with the Haida principles of design 6. Using the influence of Haida and Zentangles, combine both ideas to produce a positive and negative space version using black fineliner 7. Study the work of Iain MacArthur and produce an Artist's copy. His work is closely related to the style and principles of Haida art. 8. Taking a copy of the Zentangles piece and from knowledge of both Haida art and the Iain MacArthur study, pencil shade design with tonal value - light to dark 9. Take a Zentangle copy and produce a colour version applying a gradient using Caran D'Ache pencil crayons. 	<p data-bbox="848 181 1462 496">10. Computer work - using Photoshop. Create a computer generated design using the original Haida outline as a template. This will explore pen tool, colour, and other appropriate tools to produce a digital edit; this explores computer techniques and enhances their understanding of different media.</p> <p data-bbox="848 496 1462 533">Birds Project</p> <ol data-bbox="848 571 1462 742" style="list-style-type: none"> 11. Taking inspiration from the work of Matt Sewell's birds, complete a water colour worksheet colour palette; this demonstrates an initial understanding of medium. 12. Matt Sewell artist's copy of bird. 	<p data-bbox="1462 181 2085 252">13. Mark making worksheet in black biro, pencil, black & white pencil crayon.</p> <p data-bbox="1462 252 2085 357">14. Observational drawing of a bird using mixed media and mark making technique in Black biro, pencil, black & white pencil crayon.</p> <p data-bbox="1462 357 2085 394">15. Development in the style of Matt Sewell.</p> <p data-bbox="1462 394 2085 430">16. Complete a worksheet of bird in Pencil</p> <p data-bbox="1462 430 2085 467">17. Development of</p>

Year 10	Autumn 1	Spring 1	Summer 1
	Animals Project Visuals needed Photographs animals and birds. 1. Observational Studies of Animals using a range of techniques and mediums. All work to be collated into a sketchbook with annotations and process pictures.	3. Wallpaper Designs - creating backgrounds and taking 3 of the animal studies and incorporating them into a wallpaper design using Photoshop. 4. Using your wallpaper background designs and one of your animals, create a digital Michel Keck style artwork.	7. Complete an Atelier Bingo Artist's copy using a collage technique.
	Autumn 2 2. A2 Big piece - An observational study working in any medium practised so far.	Spring 2 Collections Project 5. Complete 6 observational studies of rocks, shells and seaweed using a variety of mediums. 6. Collate all work into a sketchbook with annotations and process pictures.	7
Year 11	Autumn 1	Spring 1	Summer 1
	Collections Project 8. Create a digital Atelier Bingo Artist's copy using Photoshop Pen tool technique. 9. Development - Create Atelier Bingo style design using observational studies of shells, rocks & seaweed. 10. Use photoshop to digitise design 11. Create a range of colourways from design for printing.	Exam Unit - set by exam board Question paper given out	Exam prep continued. 10 hr exam.
	Autumn 2 12. Artist's copy 13. Development 14. Final piece - Mock Exam	Spring 2 Exam paper continued.	Summer 2

Year 12	Autumn 1	Spring 1	Summer1
	Landmarks 1. Produce a series of landmarks of a city of choice using a variety of mediums and techniques.	2. Wallpaper Designs - using Hammerite & from one chosen landmark piece. 3. Create 6 backgrounds using ink & water. 4. Produce a wallpaper in Photoshop	7. Produce a digital placemat with 8 of the completed landmarks in the style of chosen map artist.
		Spring 2 5. Felt making using chosen landmark. 6. Arist's copy of a map of a city, digitised in Photoshop using Pen tool.	
	Autumn 2		Summer 2
			Personal Study
			8. Topic chosen between student and teacher.
Year 13	Autumn 1	Spring 1	Summer 1
	Personal Study	Exam Unit - set by exam board	Exam prep continued.
		Question paper given out	15 hr exam.

7

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