

Art 2024-2025

YEAR	Focus	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7	Encourage all students to identify as artists, to value the subject and their potential within it. Develop an understanding of why Art is important and how it can be used for expression and a means to convey a message. Use Art to explore cultural identity and themselves.	Urban Typography Make choices about materials to realise intentions of making a series of number / letter studies. Develop skills in using visual language to convey meaning. Select, refine, and present their own compositions. Students will experiment with using mixed media materials and techniques. They will explore their compositional skills, how to make design decisions and evaluate the outcome of their work. They will have opportunity to work collaboratively and independently.		Other Worlds and Cultures Know what culture, cultural identity and cultural appropriation means. Explore Refugee Art and the Art of Displacement. Develop knowledge of art styles and techniques from different cultures around the world, including Aboriginal Art, African Art, Inuit Art, Caribbean Art, and Mexican Art. Understand how to communicate meaning with symbols. Develop and apply skills in 2D materials, paint and wet materials, and 3D materials. Complete observational and imaginative drawings.		The Story of Life and Identity Explore what makes you, you? Explore the identity of a range of different artists and the influence this has on their work / style. Explore how the face has been represented in Art through different time periods, developing knowledge of portrait in Art History. Know and apply the rules of facial proportion. Know the stages of clay; explore clay techniques and processes. Use pencil, coloured pencil, watercolour, and markers.	
	Assessments:	Baseline Assessment – basic knowledge & skills	Learning check 1: visual language study	Learning check 2: Art Literacy	Learning check 3: Cultural workshop	Learning check 4: observational drawing	Learning Check 5: Portrait sculpture
	Extra-Curricular:						
	Home Resources:	Free KS3 Art and design teaching resources Oak National Academy (thenational.academy)					
8	Apply knowledge and skills from year 7 in an increasingly complex way. Develop a more detailed understanding of Art History. Explore how and why artists have represented mythical creatures. Explore more contemporary artists.	The Mythical Investigate the work of different artists who develop work on the theme of mythology, exploring a range of medias and formats. Revisit and expand understanding of facial proportions. Explore colour theory: know primary, secondary and tertiary colour mixing. Develop skill in a range of materials: 2D, 3D, pencil, ink, watercolour, collage, oil, pastel, and clay. Develop free-hand paper-cutting skills.		The Mysterious Know a range of alternative illustrators and creature designers. Develop their imaginative drawing skills and painting techniques, including expressive painting techniques. Revisit stages of clay and learn simple thumb pot construction, as well as the score, slip and smooth method. Use glaze and non-toxic chemicals correctly and safely. Develop observational techniques by designing a hybrid creature. Extend skills in 2D and 3D.		Habitat Develop knowledge of architecture and design, investigating the work of different artists. Develop their understanding of visual language including line, shape, tone, structure, colour pattern and composition. Develop observational drawing skills by creating images of the school building and local architecture. Develop understanding of perspective: know and apply one-point and two-point perspective.	
	Assessments:	Learning Check 1: Green Man Design	Learning Check 2: Medusa Design	Learning Check 3: Art Literacy	Learning Check 4: Painting & clay work	Learning Check 5: perspective drawing	Learning Check 6: Expressive 2D & 3D
	Extra-Curricular:						
	Home Resources:	Free KS3 Art and design teaching resources Oak National Academy (thenational.academy)					
9	Strengthen & expand knowledge from year 7 & 8 by producing work at an increasing demand. Work across all disciplines in workshop style sessions. Investigate practitioners in greater detail to inform own design decisions.	Wings & Flying Things - Insects Explore and know insect anatomy. Investigate the work of different artists who use specialist materials, techniques, equipment, and processes in response to client briefs. Understand that a piece of art can be interpreted in different ways. Develop ability to select and manipulate materials for different purposes. Understand knife Health and Safety and develop cutting skills.		Wings & Flying Things - Moths Develop knowledge of applied arts and crafts, including history of textile art and painting. Know the importance of recycling and reclamation in Art & Design. Explore ecology; how moths and other insects communicate. Develop collaboration skills by completing The Moth Migration project. Learn Lino & Sewing Machine Health and Safety. Develop pattern-cutting skills & textile construction		Wings & Flying Things – Birds Know how to use a digital camera; understand its settings and lenses. Know the principals of how to create a 'good' photo. Develop knowledge of macro photography. Know and use basic Photoshop manipulation techniques. Develop knowledge of paper construction and artists who use this technique. Extend skills with clay – moulding, joining and Sgraffito.	
	Assessments:	Learning Check 1: Observational drawing	Learning Check 2: Response to an artist	Learning Check 3: Textile sculpture	Learning Check 4: Lino Print	Learning Check 5: Macro photography	Learning Check 6: Clay sculpture
	Extra-Curricular:						
	Home Resources:	Free KS3 Art and design teaching resources Oak National Academy (thenational.academy)					

10	Develop an appreciation of the creative process through a practical response, using a variety of two-dimensional and three-dimensional media, materials, techniques, and processes. Explore critically how artists and designers develop new ideas & realise outcomes.	Creatures Part 1 Develop and extend knowledge of 2D visual language, materials & techniques. Investigate the work of different artists who use specialist materials, techniques, equipment & processes to meet a client's brief. Develop knowledge and application of expressive painting. Develop knowledge of scientific drawings and prints. Explore how a piece of art can be interpreted in different ways. Learn Health & Safety of a range of tools; use tools accurately and safely.		Creatures Part 2 Obtain knowledge of a range of mixed media and print artists. Enhance and extend observational drawing skills. Enhance the ability to make and justify design decisions. Understand the tradition of lino cutting and know The Reduction Lino Process. Enhance and extend Photoshop editing skills by making image adjustments using hue and saturation, filters, and colour balance, as well as understanding layers and opacity. Develop compositional skills & use of mixed media.		Creatures Part 3 Develop and extend knowledge of 2D visual language, materials & techniques. Investigate the work of different artists who use specialist materials, techniques, equipment & processes to meet a client's brief. Understand that a source and/or piece of art can be interpreted in different ways. Enhance observational drawing skills, focusing on fish so that the skill of drawing complex shapes and forms is developed. Use pencil, ink, pastels, and paint.	
	Assessments:	Learning Check 1: Expressive painting	Learning Check 2: Response to an artist	Learning Check 3: Mixed Media Piece	Learning Check 4: Lino design	Learning Check 5:	MOCK EXAMS:
	Extra-Curricular:						
	Home Resources:	Visit MS Teams Class Page					
11	Confidently know a range of artists and techniques. Confidently, and in a refined way, make creative decisions, using and manipulating materials, equipment, techniques & processes to suit a brief. Be creatively ready for GCSE exams and achieve success to enter college / Sixth Form / careers.	Creatures Understand what a zine is, develop a zine portfolio of research, create a zine, and use the duplication process. Independently, make effective design decisions and selection of materials, equipment, techniques & processes to suit desired outcome. Confidently justify decisions. Respond appropriately to feedback, adjusting and refining their creative work. Develop the ability to manipulate materials, equipment, techniques & processes to reach a desired outcome / set brief.		Creatures Continue to produce and present a zine. Develop zine background experimentation and testers. Create, refine, and evaluate their zine. Independently, make effective design decisions and selection of materials, equipment, techniques & processes to suit desired outcome. Confidently justify decisions. Respond appropriately to feedback, adjusting and refining their creative work. Develop the ability to manipulate materials, equipment, techniques & processes to reach a desired outcome / set brief.		Revision Ensure all research, experimentation and testers are completed prior to the exam. Develop a suitable plan for their final piece to be created in exam conditions, effectively selecting materials, equipment and techniques.	
	Assessments:	Learning Check 1: Design plan	MOCK EXAMS:	Learning Check 2: Respond to feedback	Learning Check 3: Respond to feedback	GCSE exams begin	
	Extra-Curricular:						
	Home Resources:	Visit MS Teams Class page					