

KS3 Curriculum Map

Art, Craft and Design

SKILLS

Develop

Refine

Record

Present

YEAR 7

	UNIT OF WORK	CORE KNOWLEDGE	KEY SKILLS
Autumn 1	Self Portrait	<p><u>Baseline assessment:</u> Pencil self portrait</p> <ul style="list-style-type: none"> • Develop mark making and shading techniques, control of 2d dry media • Observational drawing skills — facial features and proportions of the head • Artist study - Rembrandt • <u>Assessment task:</u> pencil self portrait 	Record
Autumn 2	Portrait Print	<p>Students learn about German Expressionism and investigate how artists use shape, tone and mark-making to convey mood and feeling of emotion.</p> <ul style="list-style-type: none"> • Analysis of German Expressionist Woodcuts. Develop use of art terminology • Intaglio printing process and techniques 	Develop Refine
Spring 1		<ul style="list-style-type: none"> • 6 portraits - Experimenting with expressive mark making, shape, tone and contrast • Consider how artists use own experience and representation when developing style and creating art. • <u>Assessment:</u> Printed portrait and evaluation 	Record Present
Spring 2	Colour Theory	<p>Students investigate the expressive qualities of colour and create their own composition using effective shape and colour interactions.</p> <ul style="list-style-type: none"> • The colour wheel - colour mixing and painting skills • Artist studies: Sonia Delauney, Peter Sedgely. • Analyse the different qualities of watercolour, ready mixed and powder paints • Extend use of art vocabulary <p><u>Assessment</u> - Final piece and evaluation</p>	Refine Develop Record Present
Summer 1	Sea-life	<p>Students create a sea life inspired sculpture, working with wire and translucent materials.</p> <ul style="list-style-type: none"> • Research of sea-life animals • Develop control in use of drawing and painting techniques when recording, shape, movement, colour depth and vibrancy • <u>Assessment task:</u> Analysis of wire sculptures by Benedetta Ubaldini • Independent research of sea-life inspired 3d art and design • Detailed design for final piece 	Record Develop
Summer 2		<ul style="list-style-type: none"> • Learning to sculpt with wire • Working with a range of papers and materials, utilising colour, pattern and decorative qualities • <u>Assessment</u> - Final piece and evaluation 	Refine Present

YEAR 8

	UNIT OF WORK	CORE KNOWLEDGE	KEY SKILLS
Autumn 1	Aliens	<p>Students explore the world of creature design in the film industry and create imaginative ideas for their own Alien sculpture.</p> <ul style="list-style-type: none"> Investigate the theme and alien characters Paint/mixed media artist study - Wayne Barlowe, Terry Whitlach <p><u>Assessment task</u> - Analysis and presentation of artists' study</p> <ul style="list-style-type: none"> Experiment with ideas, using a range of 3D materials and techniques creatively 	<p>Develop</p> <p>Record</p> <p>Refine</p>
Autumn 2		<ul style="list-style-type: none"> Working with wire, clay and Mod-roc. Making an armature, sculpting body forms. Develop ideas for surface patterns and textures Consider fine art contexts looking at the work of Yinka Shonibare 	<p>Refine</p> <p>Develop</p>
Spring 1		<ul style="list-style-type: none"> Refine ideas for final piece Realise imaginative personal response to the theme <u>Assessment</u>: Final piece and evaluation 	<p>Record</p> <p>Present</p>
Spring 2	Sense of Place	<p>Students draw on their experience of the local environment and produce a series of outcomes experimenting with textural and linear qualities.</p> <ul style="list-style-type: none"> Recording from the environment - personal research Artist research - David Hockney, Nigel Peake, Elizabeth Magill, Mark Bradford Perspective, composition, atmosphere <u>Assessment task</u>: Photoshoot and secondary source research 	<p>Develop</p> <p>Record</p> <p>Refine</p>
Summer 1		<ul style="list-style-type: none"> Collagraph printing process and techniques Painting - mark making and colour blending techniques Develop design for a final piece 	<p>Refine</p>
Summer 2		<ul style="list-style-type: none"> Create a mixed media final piece <u>Assessment</u>: Final piece and evaluation 	<p>Refine</p> <p>Present</p>

YEAR 9

	UNIT OF WORK	CORE KNOWLEDGE	KEY SKILLS
Autumn 1	Drawing skills	<p>Working from primary sources, students learn to improve their observational drawing skills and develop different approaches to drawing.</p> <ul style="list-style-type: none"> • Studies of the hand - shape, negative space, structure, tone, mark making, pose and expression • Artist studies - Da Vinci, Van Gogh • <u>Assessment</u>: final piece and evaluation 	<p>Record</p> <p>Refine</p>
Autumn 2	Headdress	<p>Students create a mixed media 3D outcome inspired by their study of patterns and symbols from different cultures.</p> <ul style="list-style-type: none"> • Analyse the work of Ian MacArthur • Investigate art from indigenous cultures • Create imaginative design ideas for a headdress, considering cultural contexts 	<p>Develop</p> <p>Record</p>
Spring 1		<ul style="list-style-type: none"> • Develop and plan final design - use of clay moulds, Mod-roc, papier-mâché, fabrics, and other relevant materials. • <u>Assessment task</u>: Analysis of properties and potential of materials - refine design • Make base structure 	<p>Refine</p> <p>Record</p>
Spring 2		<ul style="list-style-type: none"> • Create final outcome realising intentions • Evaluation of project • <u>Assessment</u>: Development work and final piece 	<p>Present</p>
Summer 1		Futurescapes	<p>Students explore the work and ideas of Zaha Hadid, and contemporary architecture. They consider how we live as they develop their ideas in their own work.</p> <ul style="list-style-type: none"> • <u>Assessment task</u>: Analysis of artist work • 2D and 3D exploration of structures, form, and space • Large scale image making, working from observation and imagination
Summer 2	<ul style="list-style-type: none"> • Create final piece • Evaluation of project • <u>Assessment</u>: Development work and final piece 		<p>Record</p> <p>Present</p>