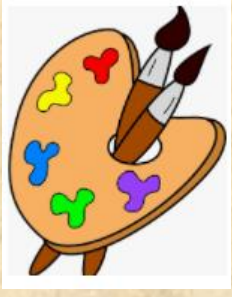


Art Curriculum Map

Each year group features a topic focussing on the explicit development of art, craft and design skills and on the formal elements of art: colour, form, line, shape, texture, tone and pattern. These skills are applied and developed further in the remaining topics, each comprising five lessons. Units can be taught in any order, as progression builds upon learning from the previous year.

Year 7 and beyond - In Art and Design our main aim is to promote creativity and to encourage students to develop their ideas. As Art communicates visually we focus on the promotion of drawing, painting and other important skills.



Still Life

Creating a variety of still life pieces influenced by different artists, using a range of mediums and showcasing work in the form of a memory box.

Photography

Developing photography skills - composition, colour, light, abstract image, underlying messages and capturing and presenting images in different ways.

Art and Design Skills

Developing design, drawing, craft, painting and art appreciation skills; designing a hat, creating zentangle patterns and prints, painting in an impressionist style and exploring the work of Edward Hopper.



Make my voice heard

Exploring art with a message, looking at the works of Pablo Picasso and Käthe Kollwitz and through the mediums of graffiti, drawing, painting and sculpture, creating artworks with a message

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Design for purpose

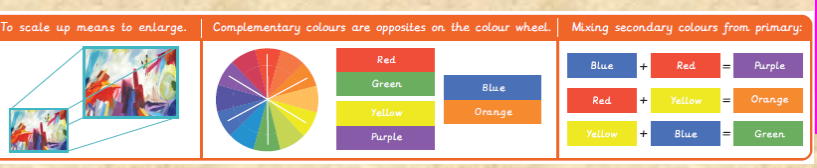
Designing to a given criteria; developing design ideas for a room interior, a coat of arms and a product to fit a given name.

Every picture tells a story

Exploring the meaning behind art - analyse the work of Banksy; making symmetry prints inspired by Rorschach, telling a story using emojis, re-enacting a poignant war scene and taking inspiration from ceramic artist Odundo.

Formal element: Architecture

Drawing from observation, creating prints, drawing from different perspectives and learning about the role of an architect.



Sculpture

Learning about the works of inspirational sculptors, creating 3D works of art, working with recycled materials and making collages.

5

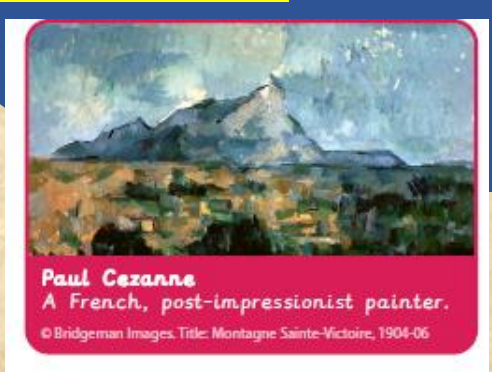
Every picture tells a story

Analysing works of art, using inference and prediction to explore what might be depicted and intended by the artists. Creating photo collages and abstract art inspired by the work explored.

Art and Design Skills

Developing design, drawing, craft, painting and art appreciation skills - creating an invention, expanding on an observational drawing, using a poem to create a portrait and painting an enlarged section of a drawn collage.

Formal Elements of Art



Exploring texture and pattern - developing a range of mark-making techniques, making and printing with textured stamps for printing, drawing 'flip' patterns and recreating a famous geometric pattern.

Art and Design Skills

Developing: design, drawing, craft, painting skills - creating an optical illusion print, making a plate in the famous willow pattern, carving soap, still life drawing, painting and mixing colours in the style of Paul Cézanne and learning about the role of a 'curator'

Pre-historic art

Learning about how and why art was created thousands of years ago, making homemade paints from natural materials and replicating painting techniques from the past.

Craft

Creating mood boards as inspiration, learning to tie-dye, weaving and sewing to create a range of effects using fabric.

4

Formal Elements of Art

Exploring shape and tone - identifying shapes in everyday objects, using shapes as guidelines to draw accurately from observation, creating form and shape using wire and shading from light to dark

Art and Design Skills

Design, drawing, craft, painting and art appreciation - creating puppets, drawing from observation, learning the difference between a tint and a shade and creating a version of a cartoon drawn by a famous illustrator

3



From Year 2 - To produce creative work, exploring their ideas and recording their experiences. To become proficient in drawing, painting, sculpture and other art, craft and design techniques. To evaluate and analyse creative works using the language of art, craft and design. To know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

