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|  | **Term 1** | **Term 2** | **Term 3** | **Term 4** | **Term 5** | **Term 6** |
| **Year 7** | Art Baseline Assessment test.Project 1: Animals in Art.Students will develop a set of skills based upon the theme of animals in Art. The main theme will revolve around Tinga Tinga Art. The skills developed throughout the SOW are not only essential to the creation of a final piece, but also transferrable to all SOW in later years. | Animals in Art | Animals in Art | Animals in Art | Project 2: Environmental IssuesStudents will develop a set of skills based upon the theme of the environment and environmental issues. Firstly, Students will develop observational study skills using natural forms. After experimenting with the style of Hundertwasser, students will design either a section for a collaborative Union Jack or an individual stamp design. Lastly, students will transfer their design onto polyblock and produce a series of prints with it. | Environmental Issues |
| **Year 8** | Project 1: Monsters and PortraitsStudents will develop their portrait drawing skills through learning how to measure proportions and draw features accurately. Then students will learn how to draw various expressions. This knowledge will then be used to begin the 2nd part of the project, which is Monsters and Mythical creatures. Students will conduct brief research, then make a clay monster mask based upon their design. | Monsters and Portraits | Monsters and Portraits | Monsters and Portraits | Project 2: Street ArtFirstly students will develop observational skills by drawing spray cans. For the final piece, students will create a wall patterned background sheet to display their work on. Then students will be introduced to various street artists who create character based artwork. On separate paper, students will create individual responses based upon each street artist. Once completed, students will add their artwork to their wall background sheet. Over a period of time, their wall background will fill up with various pieces of Street Art inspired work. | Street Art |
| **Year 9** | Project 1: SurrealismStudents will develop their observational drawing skills at the beginning of the project, as later Surrealism work will include everyday objects. Then students will be introduced to Surrealism and will learn about key characteristics. An IT based design will be created based upon either a harder Surrealist landscape idea or an easier figure idea based upon Magritte’s ‘Son of Man’. Students will learn how to use a grid system to draw their IT design onto larger paper and then develop their watercolour techniques to add colour washes. Lastly, colour pencil detail is added. | Surrealism | Surrealism | Surrealism | Project 2: Day of the DeadStudents will develop their drawing skills using the theme of skulls. Then the students will be introduced to The Day of the Dead Festival. They will complete some research based worksheet tasks before being introduced to the work of sculptor Calan Ree. Students will create a design inspired by the work of the artist and then create a figure based clay piece in that style. Lastly, the sculpture will be decorated in black and white, with Day of the Dead and skeleton themes. | Day of the Dead |

**Art & Design Key Stage 3 Curriculum**