

ART Phase One Curriculum 2023-24



ART CURRICULUM PHASE 1

ART Curriculum Intent

- **The Visual Arts Curriculum** is based on 3 key themes: **OURSELVES, OUR TOWN & COUNTY & OUR PLANET**. We aim to create **life-long memories**, through an **ambitious, broad, and balanced** journey within the visual arts, across key stage 3.
- Our curriculum is built around key **subject knowledge**, constructed in a spiralised structure, designed to deliver a **broad and balanced** understanding of the practical, theoretical & disciplinary knowledge over time. Revisiting the national curriculums key areas of **2D Art, 3D Art & Painting**, each year to build a core knowledge of the techniques need within the visual arts.
- Our pupils are judged on their understanding of the **GOLDEN THREADS – Development, Experimentation, Recording, Presentation, SMCS & Critical Thinking**. These are continually assessed to see a gradual progression in the pupil's **subject knowledge** and build lifelong techniques within our **broad and balance** curriculum.

“Art is contagious pass it on” – Albert Einstein

Targeted GCSE courses:

GCSE – Fine art

GCSE – Photography

GCSE- Ceramics/3D construction

Golden Threads

Develop

Experiment

Record

Final Outcomes

S.M.S.C

Critical Thinking

Overview

The art department at Key Stage 3 is built around 3 core themes

- Ourselves
- Our Town
- Our Planet

Our aim throughout the key stage is to ensure that all our students :

- *produce creative work, exploring their ideas and recording their experiences*

- *become proficient in drawing, painting, sculpture and other art, craft and design techniques*
- *evaluate and analyse creative works using the language of art, craft and design*
- *know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.*

By teaching in this thematic approach our students are taught to develop their creativity and ideas; and increase proficiency in their execution. They develop a critical understanding of artists, architects and designers, expressing reasoned judgements that can inform their own work.

The themes help use to cover creatively teach our students:

- *to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas*
- *to use a range of techniques and media, including painting*
- *to increase their proficiency in the handling of different materials*
- *to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work*
- *about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.*

Year 7

PROJECT 1	PROJECT 2	PROJECT 3
<p>OURSELVES – 2D ART</p> <ul style="list-style-type: none"> • PORTAITS- SELF <p>Basic Observational Drawing: Baseline Introduction to The Art of Drawing, specifically the grid method of image collation in combination with primary source material.</p> <p>2D OBSERVATIONAL DRAWING</p> <p>ARTIST STARTING POINT:</p> <ul style="list-style-type: none"> • CHUCK CLOSE <ul style="list-style-type: none"> • YR7 Baseline Test. • Introduction to the grid method • Introduction to basic pencil tone • Introduction to basic mark making techniques 	<p>OURSELVES 2D PAINTING</p> <ul style="list-style-type: none"> • PORTAITS- ABSTRACT ART <p>Basic Colour Theory: Colour Wheels & Basic Application of Colour Theory onto Images, using Picasso’s abstract images to collage a final piece.</p> <p>2D PAINTING – BASIC COLOUR THEORY -</p> <p>ARTIST STARTING POINT:</p> <ul style="list-style-type: none"> • PABLO PICASSO • TRIBAL ART <ul style="list-style-type: none"> • Introduction to basic colour mixing • Introduction to the colour wheel • Introduction to pencil crayons • Introduction to basic watercolour techniques • Introduction to basic paintbrushes techniques • Introduction to equipment maintenance 	<p>OURSELVES – 3D SCULPTURE</p> <ul style="list-style-type: none"> • PORTAITS- DISTORTION <p>Basic 3D Relief Images: <i>(Ceramic or Card):</i> Creation of 3D PORTRAITS, using photography as a secondary source material.</p> <p>3D SCULPTURE – MASK</p> <p>ARTIST STARTING POINT:</p> <ul style="list-style-type: none"> • JOHNSON TSANG • WAS NAMAN <ul style="list-style-type: none"> • Introduction to Abstract Portraits • Introduction to glue guns • Introduction to heavy duty scissors • Introduction to basic relief image • Development of basic colour theory

	<ul style="list-style-type: none"> • Introduction to grid method image construction • Introduction to college image creation 	
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Year 8

PROJECT 1	PROJECT 2	PROJECT 3
<p>OUR TOWN – 2D ART</p> <ul style="list-style-type: none"> • LANDSCAPE & ARCHITECTURE – URBAN <p>Developed Observational Drawing: Baseline introduction to the art of pen & ink, using urban architecture & secondary source material as a starting point.</p> <p>2D OBSERVATIONAL DRAWING</p> <p>ARTIST STARTING POINT:</p> <ul style="list-style-type: none"> • Andy Murphy <ul style="list-style-type: none"> • Introduction to Developed skill sets within Art of Drawing. • YR8- Baseline Test. • Developed use of the grid method of drawing. • Developed understanding of pencil tone • Developed understanding of mark making techniques • Introduction to mixed media art. 	<p>OUR TOWN – 2D PAINTING</p> <ul style="list-style-type: none"> • LANDSCAPE & ARCHITECTURE – URBAN <p>Developed Colour Theory: Colour wheels & developed application of colour theory using local buildings and the urban landscape as a starting point.</p> <p>2D PAINTING – DEVELOPED COLOUR THEORY</p> <p>ARTIST STARTING POINT:</p> <ul style="list-style-type: none"> • David Hockney <ul style="list-style-type: none"> • Developed colour mixing • Developed application of the colour wheel • Developed application of pencil crayons – blending. • Developed application of watercolour techniques • Developed application of paintbrushes techniques • Developed of equipment maintenance • Developed application of grid method image construction & scale • Developed understanding of college creation 	<p>OUR TOWN – 3D ASCUPLTURE</p> <ul style="list-style-type: none"> • LANDSCAPE & ARCHITECTURE – URBAN <p>Developed 3D Relief Images Cardboard Buildings: Creation of 3D relief sculpture based on local / national & international buildings.</p> <p>SCULPTURE – 3D ARCHITEXTURE</p> <p>ARTIST STARTING POINT:</p> <ul style="list-style-type: none"> • Barbara Gilhooly <ul style="list-style-type: none"> • Developed application of glue guns • Developed application of heavy-duty scissors • Developed application of 3D relief imagery. • Developed application of colour theory <ul style="list-style-type: none"> • Introduction to basic electronics • Introduction to basic electronic techniques.

Year 9

PROJECT 1	PROJECT 2	PROJECT 3
<p>OUR WORLD – 2D ART</p> <ul style="list-style-type: none"> • ANIMAL SKULLS & SKELETONS- ILLUSTRATION • <p>Advanced Observational Drawing:</p>	<p>OUR WORLD – 2D PAINTING</p> <ul style="list-style-type: none"> • PERSONAL PROJECT <p>Advanced Colour Theory: Patterned Portraits:</p>	<p>OUR WORLD – 2D SCULPTURE</p> <ul style="list-style-type: none"> • INSECTS – 3D CRAFT & DESIGN <p>Advanced 3D Relief Images:</p>

<p>Based on animal skeletons using textured surfaces, inks & secondary source material.</p> <p>2D OBSERVATIONAL DRAWING</p> <p>ARTIST STARTING POINT:</p> <ul style="list-style-type: none"> • Katrina Van Grouw <ul style="list-style-type: none"> • Introduction to the advanced Art of Drawing. • YR9- Baseline Test. • Advanced use of the grid method of drawing, fractured shape. • Advanced understanding of pencil tone • Advanced understanding of mark making techniques • Advanced understanding how textured surfaces can enhance an image. • Development of advanced multimedia art. 	<p>Colour wheels & developed application of colour theory, using mark making techniques.</p> <p>2D PAINTING – ADVANCED COLOUR THEORY</p> <p>ARTIST STARTING POINT:</p> <ul style="list-style-type: none"> • Yayoi Yusama • Tribal Art – Global. <ul style="list-style-type: none"> • Advanced colour mixing • Advanced application of the colour wheel • Advanced application of pencil crayons – blending. • Advanced application of watercolour & inks techniques • Advanced application of paintbrushes techniques & ink effects. • Advanced of equipment maintenance • Advanced application of grid method image construction & scale • Advanced understanding of collage creation 	<p>(Ceramic Or Card): Insects</p> <p>Creation of 3D sculpture-based INSECT by various crafters & designers</p> <p>3D SCULPTURE –</p> <p>ARTIST STARTING POINT:</p> <ul style="list-style-type: none"> • Ross Campbell <ul style="list-style-type: none"> • Advanced application of glue guns & 3D structures • Advanced application of heavy-duty scissors, craft knives & papercutting. • Advanced application of complex relief images • Advanced application of complex colour theories.
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Who to contact about Phase One Mr C Dyer

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