

Art and Design KS3 Curriculum



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 spirals 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

Overview:

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

- **Ourselves (Portraiture)**
- **Our Town (& Country)**
- **Our Planet (All Creatures Great & Small)**

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, 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	Project 4
Ourselves 2D art Portraits - self	Ourselves 2D painting Portraits – abstract art	Ourselves 3D sculpture Portraits - figurative	Ourselves 2D print making Portraits – abstract faces
<p>This project introduces students to the fundamentals of 2D observational drawing through self-portraiture. Students will explore the grid method as a tool for accurate image construction, using both primary source material and artist inspiration.</p> <ul style="list-style-type: none"> • Develop basic observational drawing skills. • Understand and apply the grid method for image scaling and accuracy. • Explore pencil tone and mark-making techniques. • Create a self-portrait using learned techniques. <p>Artist Inspiration Chuck Close – Known for his large-scale, grid-based portraits, Close’s work will serve as a starting point for exploring structure, tone, and detail in portraiture.</p>	<p>This project introduces students to the fundamentals of colour theory and abstract portraiture. Using Pablo Picasso’s abstract style and influences from Tribal Art, students will explore expressive techniques to create a vibrant, collage-based self-portrait.</p> <ul style="list-style-type: none"> • Understand and apply basic colour theory. • Explore abstract portraiture through collage and painting. • Develop skills in colour mixing and application. • Learn foundational painting and drawing techniques. <p>Artist Inspiration Pablo Picasso – Focus on his abstract and Cubist portraits. Tribal Art – Exploration of symbolic and stylized forms in traditional portraiture.</p>	<p>This project introduces students to the basics of 3D relief sculpture through the creation of abstract, distorted self-portraits. Using secondary source materials inspired by Kieth Haring’s experimental approach to form, students will explore how distortion can express identity and emotion in three dimensions.</p> <ul style="list-style-type: none"> • Understand and apply basic 3D relief techniques. • Explore abstract portraiture through distortion and form. • Develop foundational skills in ceramics or card-based sculpture. • Apply colour theory to three-dimensional artwork. <p>Artist Inspiration Pablo Picasso – Focus on his abstract and Cubist sculptures and portraits, exploring how distortion can convey deeper meaning.</p>	<p>In this project, students will explore the expressive and emotional power of abstract portraiture through monochromatic reduction lino printing. Drawing inspiration from German Expressionism, students will create bold, stylized self-portraits that emphasize mood and distortion.</p> <ul style="list-style-type: none"> • Understand the principles of German Expressionism in portraiture. • Learn the process of reduction lino printing. • Safely and effectively use lino cutting tools. • Apply monochromatic colour schemes to printmaking. • Develop abstract design skills using collage and the grid method. <p>Artist Inspiration German Expressionism – Focus on artists such as Ernst Ludwig Kirchner and Emil Nolde, known for their emotionally charged, distorted</p>

			portraits and bold use of line and contrast.
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Year 8

Project 1	Project 2	Project 3	Project 4
Our town 2D art Landscape and architecture	Our town Portraits – 2d painting Landscape and architecture	Our town 3D sculpture Landscape and architecture	Our town 2D print making Landscape and architecture
<p>This project focuses on developing students' observational drawing skills through the exploration of urban landscapes and architecture. Inspired by Steven Wiltshire and other contemporary illustrators. Using pen and ink techniques, students will work from secondary source materials to create detailed, expressive cityscape drawings.</p> <ul style="list-style-type: none"> Develop advanced observational drawing techniques. Explore urban architecture as a subject for artistic interpretation. Learn and apply pen and ink drawing methods. Build confidence in using mixed media to enhance artwork. <p>Artist Inspiration Andy Murphy – Known for expressive urban sketches and architectural detail.</p>	<p>In this project, students will explore the use of colour in urban landscape painting. Inspired by David Hockney and other contemporary illustrators. The students will use local buildings and cityscapes as inspiration; students will develop their understanding of colour theory and apply it through a range of painting and drawing techniques</p> <ul style="list-style-type: none"> Deepen understanding of colour theory and its application in art. Explore urban architecture as a subject for expressive painting. Develop technical skills in colour mixing, blending, and brushwork. Use the grid method to scale and construct accurate compositions. <p>Artist Inspiration</p>	<p>In this project, students will explore architectural forms through the creation of 3D ceramic relief sculptures. Inspired by local, national, and international buildings, students will develop their sculpting and design skills to produce textured, expressive ceramic artworks.</p> <ul style="list-style-type: none"> Develop skills in 3D relief sculpture using ceramics. Explore architectural design from various cultural and geographical contexts. Apply colour theory to enhance surface decoration. Understand the relationship between form, texture, and structure in sculpture. <p>Artist Inspiration Mini Dwellings – A creative exploration of small-scale architectural forms, focusing on</p>	<p>In this project, students will explore the visual language of urban architecture through multi-colour reduction lino printing. Inspired by local buildings and cityscapes, students will design and produce a two-colour chromatic lino print, developing their printmaking skills and understanding of layered colour application.</p> <ul style="list-style-type: none"> Understand and apply the process of multi-colour reduction lino printing. Explore architectural forms as a basis for creative design. Develop precision and control in lino cutting and printing techniques. Apply colour theory in a layered, chromatic context. <p>Artist Inspiration Urban Architecture & Buildings – Students will draw inspiration from</p>

Stephen Wiltshire – Celebrated for his intricate cityscapes drawn from memory and observation.	David Hockney – Known for his vibrant, stylised landscapes and architectural scenes. Adam Doughty – Recognised for his colourful interpretations of urban environments	texture, structure, and individuality in built environments	local and global architectural forms, focusing on structure, shape, and detail
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Year 9

Project 1	Project 2	Project 3	Project 4
Our world 2D art Animal and skull	Our world 2D painting Patterned portraits	Our world 3D sculpture Insects and animals	Our world 2D sculpture Avian
<p>This project challenges students to explore the intricate structures of animal skulls and skeletons through advanced observational drawing. Inspired by Katrina Van Grouw and other contemporary illustrators.</p> <p>Using textured surfaces, inks, and secondary source materials, students will develop detailed illustrations that combine scientific accuracy with expressive mark-making. The unit encourages a deeper understanding of form, tone, and surface quality, while introducing multimedia techniques to enhance visual impact.</p> <ul style="list-style-type: none"> Refine advanced observational drawing skills. 	<p>This project invites students to explore personal identity and cultural influence through patterned portraiture, using advanced colour theory and expressive mark-making. Inspired by the bold, immersive work of Yayoi Kusama and global Tribal Art, students will develop a highly individualised piece that combines colour, pattern, and portraiture in a mixed media format.</p> <ul style="list-style-type: none"> Apply advanced colour theory to expressive portraiture. Explore the use of pattern and repetition as a visual language. Develop personal themes through research and experimentation. 	<p>In this project, students will explore the intricate forms of animal skulls and insect structures through advanced ceramic sculpture. Drawing inspiration from contemporary crafters and designers such as Ross Campbell, students will develop complex 3D relief sculptures that combine anatomical accuracy with creative surface design and colour theory.</p> <ul style="list-style-type: none"> Refine advanced ceramic sculpting techniques. Explore natural forms through the lens of craft and design. Apply complex relief techniques to create depth and texture. Use advanced colour theory to enhance surface decoration. 	<p>In this project, students will explore the beauty and symbolism of birds through advanced screen-printing techniques. Using avian forms as inspiration, students will design and produce a three-colour chromatic screen print using hand-cut stencils. The project encourages precision, creativity, and a strong understanding of layered colour and composition.</p> <ul style="list-style-type: none"> Develop advanced printmaking skills through multi-layered screen printing. Explore avian anatomy and symbolism as a source of artistic inspiration. Learn stencil creation and registration techniques for accurate layering.

<ul style="list-style-type: none"> • Explore anatomical structure through detailed study of animal skulls and skeletons. • Experiment with textured surfaces and mixed media to enhance visual storytelling. • Apply advanced tonal techniques and mark-making to create depth and realism. • Use the grid method and fractured shape techniques for accurate image construction. <p>Artist Inspiration Katrina Van Grouw – Known for her anatomical illustrations that blend scientific precision with artistic expression, Van Grouw’s work serves as a key reference for combining structure, tone, and texture.</p>	<ul style="list-style-type: none"> • Combine traditional and contemporary techniques in a mixed media outcome. <p>Artist Inspiration Yayoi Kusama – Known for her obsessive use of pattern, repetition, and vibrant colour. Global Tribal Art – Exploring symbolic patterns, cultural motifs, and traditional mark-making from around the world.</p>	<ul style="list-style-type: none"> • Investigate the intersection of art, science, and design. <p>Artist Inspiration Ross Campbell – Known for his detailed ceramic skulls and anatomical forms, Campbell’s work bridges the gap between fine art and craft, offering a rich source of inspiration for texture, form, and surface treatment.</p>	<ul style="list-style-type: none"> • Apply colour theory and composition principles in a printmaking context. <p>Artist Inspiration Various Artists – Students will explore a range of contemporary and traditional artists who use birds as a central theme in their work, focusing on stylisation, symbolism, and pattern.</p>
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Who to contact about Phase One Maths:
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