

# Art & Design Curriculum Map

Year 7	<p><b>Skills Workshop</b> 7 elements of art: Colour, Form, Line, Shape, Space, Texture, Value</p> <p><b>Colour</b> Primary, Secondary and tertiary colours. Mixing and blending Study work of relevant artists</p>	<p><b>Skills Workshop</b> <b>Colour</b> Colour wheel- complementary and harmonious colours Blending Using different mediums, e.g pencils, coloured pencils, oil and chalk pastels Study work of relevant artists</p>	<p><b>Skills Workshop</b> <b>Shape and Form</b> 3D shapes Construction of 3D shapes, model making using paper and tape Mixing colours Study work of relevant artists</p>	<p><b>Skills Workshop</b> <b>Texture</b> Adding texture to a piece of art work Mixed media Warm and earthy colours Study work of relevant artists</p>	<p><b>Skills Workshop</b> <b>Line</b> Use line techniques to produce a piece of art work. Hatching, cross hatching, scumbling, Scribbling and printing Study work of relevant artists</p>	<p><b>Skills workshop</b> <b>Value &amp; Space</b> Printing techniques Shading Study work of relevant artists</p>
Year 8	<p><b>Close up</b> <b>Animals, bugs and cells</b> Use a view finder to produce a close up image of an object or animal. Shading Texture Study of work from relevant artists Visit zoo or wildlife park</p>	<p><b>The Natural World</b> <b>Flowers and Landscapes</b> Pattern, shading and design Proportion, space and perspective Form Add texture Use IT to carry out research Annotate work Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>The Natural World</b> <b>Fossils and shells</b> Pattern- repeating, tessellation, rotation Shape Texture Space Reflection Observational drawing and printing Research and annotation Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>Portraits</b> (Link to maths) Proportion, and division Grades of pencils Shading and tone Blending for skin tone Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>Cubism</b> (Link with ICT and Maths) Geometric shapes The principles of cubism Colour Pattern Research using IT Annotate work Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>Abstract</b> Characteristics of abstract design Colour, shape, line and texture Layering Use personal creativity Research using IT and annotate work Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>
Year 9	<p><b>Cultural Identity</b> Tinga Tanga art Day of the Dead and Aboriginal Art Make 3D sugar skulls Drawing, painting, mixed media Ben day dots Create a mind map or mood board (AO1) Begin to integrate annotations into the creative process  Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>Cultural Identity</b> Urban Identity Graffiti  Integrate annotations into the creative process (AO3) Refine work produced (AO2) Mixed media Drawing Painting Print making  Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>Cityscapes</b> Drawing Line Form Planning Produce a title page, mindmap, mood board (AO1) Mixed media Proportion and perspective  Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>Cityscapes</b> (Link to 3D design, Maths, English My Life My choice) 3D modelling using cardboard and various attachment techniques Mark making Produce a research page (AO1) Refining creative ideas as work progresses (AO3)  Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>Pop Art</b> (Link to English Exploring Differences) Understand of examination objectives Understand and producing a research page about an artist (AO1) Collect images and annotate Mixed media Imagery  Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>Pop Art</b> (Link to English Messages) Understand of examination objectives Plan and produce a final piece Completion of final piece.  Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>
Year 10	<p><b>Skills workshops - colour theory</b> Using colour Revisiting the colour wheel Monochrome colours Combining, contrasting and matching Experimenting with media, tools techniques and processes. E.g. blending, layering, shading and stippling Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>Skills Workshops - Drawing &amp; Composition</b> Grades of pencils and how to use them Shading and tone Techniques for recording observations Using a view finder Use of framing Use of highlights Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>GCSE Sustained Project. Focus-AO1</b> Record Observations Explore through a range of 2D and/or 3D process and media practical application skills Independent studies Use contextual sources e.g the work of other artists designers etc to inform their work Explore different purpose and intention Explore different functions of art, craft and design Annotate work Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>GCSE Sustained Project. Focus-AO3</b> Record ideas, observations and insights to intentions as work progresses. Use specialist vocabulary Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>GCSE Sustained Project. Focus- AO2</b> Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes Apply knowledge and understanding to the chosen area of study Study the work of relevant artists Visit relevant galleries or museums (Incl online)</p>	<p><b>GCSE Sustained Project. Focus- AO4</b> Present a personal and meaningful response that realises intentions and demonstrates an understanding of visual language Critical reflection on personal work</p>
Year 11	<p><b>GCSE Sustained Project-Final Piece</b> Theme set dependent on the interests of the pupil Know exam assessment objective AO4 Realise personal intentions Know how to use the creative processes Develop, explore and record ideas Annotate Reflect on personal work and how to self evaluate.</p>	<p><b>Mock exam (5hrs)</b> Final piece to sustained project</p>	<p><b>Exam preparation</b> Record, ideas, observations, insights and independent judgements visually Use appropriate specialist vocabulary</p>	<p><b>Exam preparation</b> Develop ideas through investigation Select and critically analyse sources Understand the creative and cultural connections to their work Refine ideas Experiment with materials</p>	<p><b>Final piece</b> Realise personal intentions Critically reflect on personal work GCSE Exam (10hr)</p>	<p><b>GCSE Sustained project</b> Self evaluation Portfolio completion External moderation</p>