

Art & Design

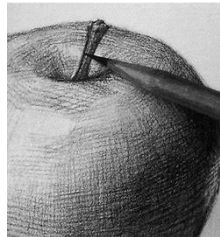
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To create sketch books to record their observations and use them to review and revisit ideas

To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay

About great artists, architects and designers in history

Drawing



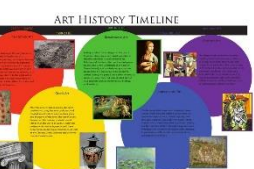
Shading



Painting



Designing & Making



Art History

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Introduction to basic skills

Observational line drawing skills. Using objects set up a 'still life' in an interesting way and draw using a viewfinder

Shading, using a 2B and 6B pencil with the basic requirement of achieving 3 different tones. Experiment with different styles of shading including cross-hatching and scribble techniques

Painting with water colour focusing on 3 different shades. Experimenting with acrylic, aiming to blend one shade into another as seamlessly as possible

Experiencing the design process. Designing and drawing 2D work with a pencil in response to an artist influence. (Pop Art/Warhol, Kandinsky)

Using Artist and Art movements to inspire outcomes. Pop Art, Warhol & Kandinsky

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Develop basic skills

Develop observational drawing skills. Using a 'still life' set up and introducing different materials and choices, encouraging individual creativity

Shading, using a 2B and 6B pencil with the requirement of achieving 5 different tones. Develop the differing shading techniques along with experimenting shading with colour

Painting with both water colour and acrylic, trying to achieve 5 different shades in each section. Experiment with highlights and lowlights

Continue to experiment with the design process. (Hundertwasser & Scarpace). Developing 2D work it into something 3D – cardboard construction (Burgerman & Oldenburg)

Using Artist and Art movements to inspire outcomes. Burgerman, Oldenburg, Hundertwasser & Scarpace

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Continue to develop basic skills

Continue to develop observational drawing skills using 'still life' set ups and real life. Developing individual creativity and an introduction to the 'squaring up' method

Shading, using 6B pencil and colour, achieving between 5 and 7 tones. Refine shading techniques with every media used, pencils, oils, paints, pens ect

Painting with both water colour and acrylic, trying to achieve up to 7 different shades in each section. Blending should be seamless; painting techniques should be improved through practise

Continue to experiment with the design process in either 2 or 3 dimensions. Continue with cardboard and paper mache to make a mask. Using a cultural influence as a starting point.

Using Artist and Art movements to inspire outcomes. African, Carnival and Sugar skull masks and own choice of artist

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Refine artistic skills

Art - Refining observational drawing skills using all of the techniques learned so far. Photography - Using a camera as media to capture images using different photographic techniques

Art - Shading, using a variety of media, achieving at least 7 different tones should be second nature

Art - Refine painting skills using water colour, acrylic, pen and ink, achieving at least 7 different tones, Individual styles should be seen. Photography – An introduction to the software package 'photoshop' and experimentation with all of the tools

Design 2D work in response to an Artist's work, using mixed media. Further develop 2D work and create design sheets that show a 'relief' way of working. Using the design sheet as an influence develop a 3D piece of work as part of an extended portfolio.

Initially looking at the work of Sarah Graham and McQueen. Then pupils own choice of Artist to inspire outcomes

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Continue to refine artistic skills

Art & Photography. Continue to refine observational drawing/ camera skills, focusing on the individuals preferred styles and techniques in readiness for the GCSE exam

Shading, using a variety of media, achieving at least 7 different tones. Depth should be shown using highlights and low lights

Art - Continue to refine painting skills focusing on the individuals preferred technique
Photography – using all of the 'photoshop' tools images are changed and manipulated successfully.

An individual's person choice, in response to an exam style question the outcome is individually driven. This can be either 2 or 3 dimensional, or a mix of the two.

Initially using the Artists on the exam question paper, then pupils own choice of Artist to inspire outcomes

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Using all of the skills previously acquired: create sketch books to record observations and use them to refine ideas

Using all of the skills previously acquired: develop and refine their mastery of art and design using the individuals preferred techniques. Learning new techniques KS5 specialist equipment has to offer

In line with pupils refined knowledge and skills, study Artists that are relevant to personal intentions