

Key Stage 3 Curriculum Overview- Art and Design

Progression from Key Stage 2 and Progression through Key Stage 3:

Year 6	Students at the end of Key Stage 2 will be able to: Record work in a sketch book and use it appropriately to review and revisit ideas. Be familiar with a range of media, paint, charcoal, pencil and clay. Have some art history knowledge about the great artists and designers and architects.			
	First Half term	Second Half term	Third half term	
Year 7 Project 1 Formal Elements	 Colour wheel (3 lessons) – colour mixing and theory. Page composition. Homework colour flat lay. Homework Arti st investigations Picasso and Matisse. Andrea Joseph (4 lessons) – Artist investigation looking at observational drawing – primary and secondary, application of tone with pencil and biro. Page composition. Homework Artist investigations Miro and Mondrian .Homework Artist investigations Klee d Klimt. Homework Artist investigations Kandinksy and Pollock. 	 Photoshop lesson (3 lessons) – create an outline drawing from your photo taken at home of personal item, then add colour in background Homework- take photo of personal item at home, related to Andrea joseph work. Graffiti trainer/personal item and Pattern (4 lessons) – use of colour theory in a piece of work, experimentation with pattern, and typography. Homework Artist investigations Boccioni and Dali. Homework Zentangle and Delaunay piece. Xmas card school competition (2 lessons) - 	 Creative mixed media portrait (5 lessons) – use of creative and experimental processes to create a layered background and incorporate/integrate photography/portraiture to the background. Homework Take a photo of self and print for lesson task. Homework Formal elements summary sheet. 	

	Fourth Half term	Fifth half term	Sixth half term
Year 7 Project 2 Abstract Faces	 Starter introduction to artists and critical analysis— venn diagram — 3 artists Picasso, Braque and Sammo Picasso acrylic study (2 lessons) and mount up. Ensure artist analysis annotations are included. Homework — moodboard PP A4 in colour with key words. Artist research — create a PP slide on an abstract portrait artist (not Picasso!) Sammo fineliner and biro Study (2 lessons) and mount up. Deb Weirs Artist study (3/4 lessons and mount up. Homework — Kimmy Cantrell moodboard and artist analysis. Homework Continuous line drawing task and reference to Olivier Cardin.(1 lesson and mount up). Homework — pencil portrait study (washout) either the half and half faces or the lips and nose study. 	 Escher Eye study (3 lessons and mount up) Homework tonal cubism portrait worksheet Features study page, small features studies in a range of media. (6 lesson and mount up) Eye in watercolour and pencil crayon Nose in pencil Lips in biro and fine liner on top of colour background. OR for stretch and challenge Mixed media portrait drawing. 	 Self-portrait Design (1 lesson). On tracing paper using the explored artists to design their own abstract face. Make a design sheet (2 lessons). Homework write where your ideas have come from for your design. Clay tile abstract face (5 lessons) 3 lessons for making and 2 for finishing with colour.
	First Half term	Second half term	Third half term
Year 8 Project 1 Tribal Arts	 Brianna McCarthy study (2 lessons) Homework – research a tribal community of your choice Sara Golish study, pencil tone and white pen (2 lessons). Homework – create a moodboard on different types of art connected to tribes, include key words and names. 	 Weaving Op Art (2 lessons). Homework – design a basic pattern to then turn into a print block. Poly tile print or lino print onto weave. (1 lesson to develop tile pattern, 1 lesson to print) Textile final piece – batik or oil pastel wax resist. (3 lessons). (images to be rethought and planned) 	Embroider and beads onto fabric final piece (2 lessons). Final piece – use mask drawing, transfer to fabric, stitch, add colour and use all techniques learned (5 lessons)

	 Tonal Tribal Mask drawing (4 lessons) Homework- tone practice Contextual- influence of tribal arts in different areas eg fashion, society, media. 		
	Fourth Half term	Fifth half term	Sixth half term
Year 8 Project 2 Sea Life	 Pencil Shell observational study (4 lessons). Homework – moodboard of sealife textures and objects plus keywords. Creative background Mono print (2 lessons) Homework – zentangle with shells drawing. 	 Watercolour shell painting with pencil crayon and biro detail (3 lessons) Artist study Teacher to choose between a 2D artist study or a small ceramic tile study – venn diagram. (3 lessons) 	 Ceramic design board (2 lessons) Ceramic final piece – tile or pot teacher to decide dependant on class skillset and needs. (5 lessons). Homework – history of art tasks over the half term.
	First Half term	Second half term	Third half term
Year 9 Tick Tick Boom – set design for school production	 Introduction to project and context (1 lesson) art career path set design Creative background workshop (3 lessons) – students should use a range of media including lino tile printing using the existing linos) Artist (3-4 lessons)- linking to context, artist studies, different teachers to cover chosen artist. Skills covered- inks/painting. Homework task – typography, creating fonts and banners – Homework task – Gillian wearing signs. 	 Observational drawing (5 lessons) biro or pencil depending on skill level in group. If students use pencil they should be encouraged to then add some biro. Photoshop task. (3 lessons) Students should take photos of their own work from the first half term. Then create a digital design. 	 Making set- to be done in session 3 with DLG with targets groups of students. Clay design (2 lessons) – design for clay mug based on previous work Clay mug/pot (5 lessons)- 3 lessons to make and 2 to glaze.

By the end of Key Stage 3 a student should be able to:

- Use a range of media, processes and techniques confidently, such as pencil, biro, collage, printmaking, and digital art processes like image manipulation in PowerPoint, Photoshop and on Smart Phones.
- Discuss their own and others' artwork using art specific vocabulary.
- Understand how to formulate a design idea using a range of references and influences.
- Research artwork and gather the relevant information independently.
- Understand the key principles of how to draw accurately.