

Curriculum Plan for Art & Design

Aims

The national curriculum for art and design in KS3 aims to ensure that all pupils:

- 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.

Exam Board: AQA

More information can be found at:

<https://www.aqa.org.uk/subjects/art-and-design>

Year 7	Year 8	Year 9	Year 10	Year 11
<p><u>Unit 1 Formal Elements</u> WALT: We are learning to.... Investigate artistic skills, by exploring techniques, media and processes within art and design.</p> <p><u>Unit 2 Insects / Bugs</u> WALT: We are learning to.... Explore detailed drawing, colour and paper cutting techniques to create a unit of work related to insects / bugs.</p> <p><u>Unit 3 Day of the Dead</u> WALT: We are learning to.... Expand our knowledge of a cultural monumental celebration. Students will explore the movement in Mexico. Looking at 2D and 3D works. From Sugar skulls to paper cutting flags. Students will produce detailed drawings, colour and paper cutting techniques. As well as learning the understanding of colour and what they represent in the celebration.</p>	<p><u>Unit 1 Environmental Issues</u> WALT: We are learning to.... Investigate political values and society's views on environmental issues and how we can visually display these concerns within art. Students will explore cross curricular works with geography, as well as exploring techniques, media and processes within art and design.</p> <p><u>Unit 2 Bird Project</u> WALT: We are learning to.... Develop observational drawing skills and how create texture within a piece of art work. Students will be experimenting with drawing techniques, developing mark making skills that represent texture. They will also be widening their knowledge of artists and analysing their work, whilst exploring art vocabulary.</p> <p><u>Unit 3 Food</u> WALT: We are learning to.... Develop observational drawing skills and how create a final 3D outcome. Students will be assembling and constructing, making, forming and modelling using a 3d medium, paper, card and found materials to explore three dimensions and learn about the tactile properties of textures and surfaces - using 3D media to make their ideas and design physical and real. Students will learn how to critically and technically analyse and evaluate their own and others work, identify key features, make comparisons.</p>	<p><u>Unit 1 Weird and Wonderful</u> WALT: We are learning to.... Explore the design and outcome process in art to create a project based on the theme of the weird and wonderful. Focus is on using the students own imagination.</p> <p><u>Unit 2 Structures</u> WALT: We are learning to.... Explore the design and outcome process in art to create a project based on the theme of Structures. Student will look at architecture and printmaking.</p> <p><u>Unit 3 Identity</u> WALT: We are learning to.... Explore the design and outcome process in art to create a project based on the theme of Identity. Primarily looking at portraiture and realism.</p>	<p><u>Unit 1 Circus and Photo Skills boards</u> WALT: We are learning to.... Explore the design process in art and photography to create a project based on the theme, in art the theme is Circus and in photography it is skills based work. Focus is on using the students own imagination and building on skills and knowledge from KS3.</p> <p><u>Unit 2 Sustained project</u> WALT: We are learning to.... Generate a creative response to a style of art or photography in a project of the students choice. They will have a variety of tasks to complete that will build up the portfolio of work. This is an independent based project that the students leads. Skills are the main focus as well as articulation and experimentation. .</p> <p><u>Unit 3 Drawing Project</u> WALT: We are learning to.... Explore the drawing process manually in art and digitally in photography. There are a selection of skills and tasks that make up the project. The main focus is to build on drawing skills and to look at a range of mark makings and practical activities.</p>	<p><u>Component 1 : Mock exam Project</u> WALT: We are learning to.... Explore, experiment and generate a project idea in response to the exam paper provided by AQA. This will enable students to have built on the skills and practical work required before they complete their final exam in component 2. Focus is on using the students own imagination and creativity in relation to a given theme.</p> <p><u>Component 2: Exam Project</u> WALT: We are learning to.... Explore, experiment and generate a project idea in response to the exam paper provided by AQA. This will enable students to have refined and developed skills learnt in component 1. Focus is on using the students own imagination and creativity in relation to a given theme, as well as showing development in skills and knowledge based work.</p>

Apps or websites used: Departmental Knowledge organisers for each topic. Homework Menus for differentiated tasks.

Websites:

<https://www.educationquizzes.com/ks3/art-and-design/>

<https://www.pinterest.co.uk/>

<https://www.bbc.co.uk/bitesize/subjects/z6f3cdm>

Banks of extra Curricular activities worksheets ect Extended learning

<https://www.google.co.uk/search?sa=X&lei=cNRoXvq6MblD8gK1u5LACQ&q=ks3%20art%20worksheets&ved=2ahUKEwibuomdsZLoAhVOOBoKHZO5DA0QsKwBKAB6BAgAEAE&biw=1280&bih=529&safe=active&ssui=on>