

BLOOM'S TAXONOMY
HOW WE THINK



ART LEARNING JOURNEY

Go to university to enhance your studies and get a



Start a degree level apprenticeship

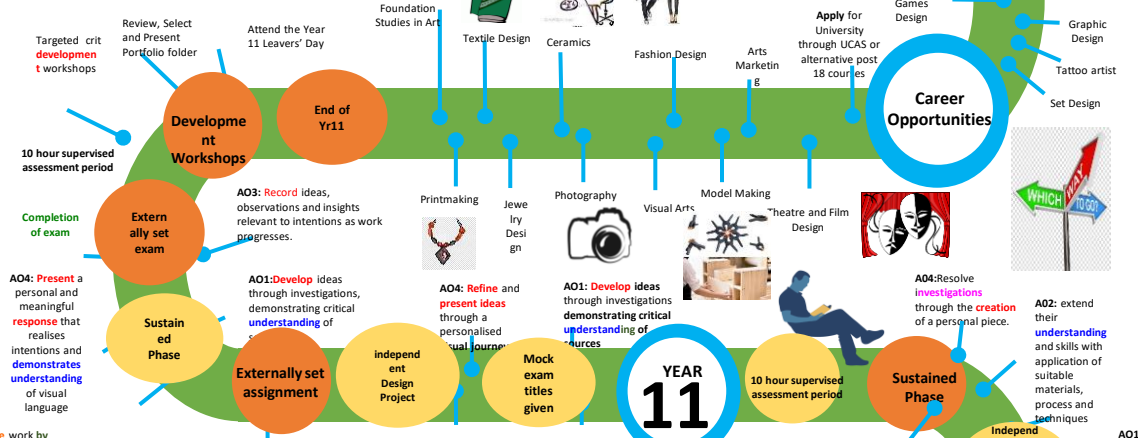


Continue your lifelong love of learning and personal development

Take a gap year, travel the world and embrace new cultures



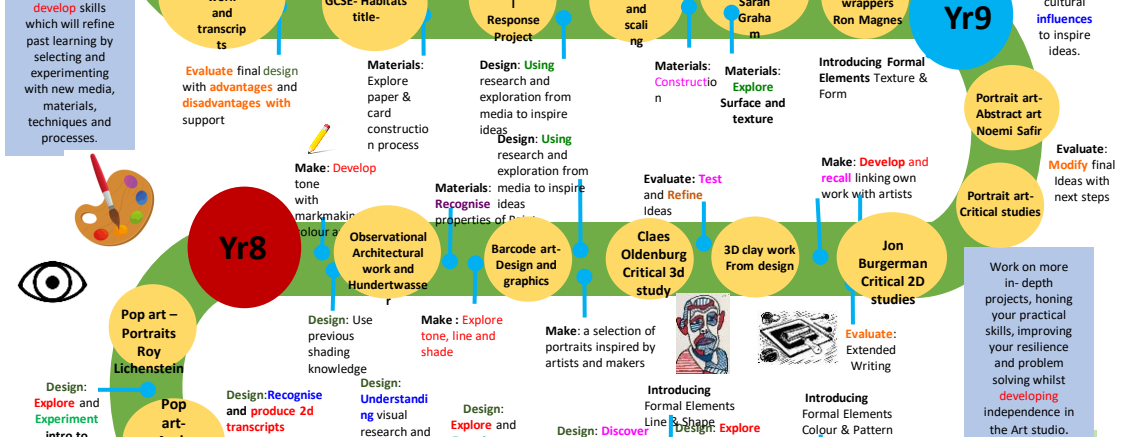
- Career Opportunities**
- Art Buyer
 - Gallery Curator
 - Illustrator
 - Fashion Designer
 - BA Visual Arts
 - BA Fine Art
 - Graphic Design
 - Tattoo artist
 - Set Design
 - Interior Design
 - Games Design
 - Arts Journalist
 - Arts Marketing



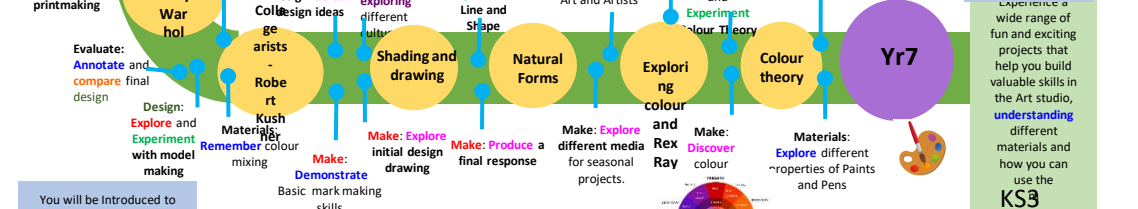
YEAR 11



YEAR 10



Yr9



Yr8



Yr7

You will be introduced to the FORMAL ELEMENTS of ART and develop your art vocabulary

Work on more in-depth projects, honing your practical skills, improving your resilience and problem solving whilst developing independence in the Art studio.

Experience a wide range of fun and exciting projects that help you build valuable skills in the Art studio, understanding different materials and how you can use the

KS3

YEAR 7 ART

LEARNING JOURNEY



Evaluate:
Annotate and compare final design

Students develop a knowledge of what Pop art is and research and explore art work by Roy Lichtenstein and Pop art portraits / comic strips

Make: a selection of portraits inspired by artists and makers



POP ART PORTRAITS LICHTENSTEIN

Students develop a knowledge of what Pop art is and research and explore art work by Andy Warhol and still life



Design: Discover Art and Artists



POP ART- ANDY WARHOL

Evaluate: Annotate and compare final design



Design: Discover Art and Artists



Students explore natural forms including colour shade/tones and the artist Robert Kushner.

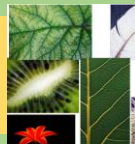


NATURAL FORMS = ROBERT KUSHNER

Make : Explore tone, line and shade

Students explore the techniques involved in observational drawing including tone/shade. Introduction to Collage work.

Evaluate: Annotate and compare final design



Design: Discover Art and Artists

NATURAL FORMS Line, shape and tone



Students gain an understanding of the colour wheel and artist research - Rex Ray/Patrick Heron

Make: Explore initial design drawing

Design: Explore and Experiment intro to printmaking



Evaluate: Annotate and compare final design

Materials: Explore different properties of Paints and Pens

Students develop understanding of the Elements of colour and provide students with a foundation of artistic vocabulary for use at KS3

COLOUR THEORY AND REX RAY



BUILDING BRICKS: ELEMENTS OF ART/ COLOUR THEORY



Make: Discover colour wheel



Materials: Remember colour mixing

Design: Recognise and produce 2d transcripts

Develop an understanding of what Art by experiencing a wide range of fun and exciting projects that teach you valuable skills including how to develop an art project.



YEAR 8 ART

LEARNING JOURNEY

Evaluate:
Annotate and compare final design

Students examine how different artists explore portraiture. The focus is abstract and modern art. They will compare and contrast - Picasso with Noemi Safir
Researching artist Noemi Safir and exploring her art through 2D design. Painting techniques.

Make: a selection of portraits inspired by artists and makers



Portraiture - abstract art - Noemi Safir

Students are introduced to the concept of portraiture, learning step by step how to draw a face and each separate facial feature. Students will explore shade/ tone and 2D drawing.

Design: Discover Art and Artists



Portraiture - Facial features drawing unit -

Evaluate: Annotate and compare final design

Design: Discover Art and Artists



Students develop the ability to explore an artists cartoon work and create their own characters using 2d design and later 3D clay.

Make : Explore 3d design- clay/ materials

Students develop ability to identify, relate, compare and art around the world. The pupils will learn about other cultures and develop a final 3D design to be make of

Evaluate: Annotate and compare final design

Burgerman- critical studies/2D drawing/3D design



Design: Using research and exploration from media to inspire ideas

Design: Discover Art and Artists

Claes Oldenburg - critical studies and 3D

Make: Develop tone with markmaking, colour and pencil

Students explore popular new art movements, learning how different artists and groups have created art and graffiti art around the world. There is a link to product/graphic design.

Design: Explore and Experiment with graphic design

Evaluate: Annotate and compare final design

Make: Explore initial design drawing

Students develop an ability to explore art and architecture. They investigate art in different countries and develop their artist analysis and research. Pupils will manipulate line drawings using different art mediums and later 3d architecture



Barcode creative drawings - line drawing

Hundertwasser Architecture and design

Materials: Explore different properties of Paints and Pens

Make: Discover architecture



Materials: Remember shading and tone

Design: Recognise and produce 2d transcripts



Start to improve your confidence when analysing art, artists work and discussing them with your peers and improve your skills in various art mediums.



YEAR 9 ART

LEARNING JOURNEY

Evaluate:
Annotate and compare final design

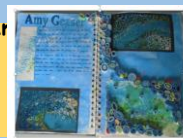
Students examine how different artists explore a title. 3D design and 2D design. Focus will be Amy Genser and her use of paper coiling to create a

Make: a selection of portraits inspired by artists and makers



A03: Develop and record a creative journey

A04: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language



Students are introduced to the concept of mixed media, tonal shading and artists linked to the theme. The focus will be techniques and presentation.

Design: Discover Art and Artists

GCSE previous title - Habitats and Sealife- exploring drawing/ colour and shading- Artist - Amy Genser

GCSE previous title - Habitats and Sealife- exploring drawing and shading- Mixed media

Evaluate: Annotate and compare final design

Design: Discover Art and Artists

Students will develop a greater understanding of the GCSE AO'S and the GCSE topic Sea Life- The focus will be colour and painting with shading- looking at the artist Jason Scarpace

Evaluate: Test and Refine Ideas



Make: Explore techniques and media



Make : Explore 3d design- clay/ materials

Students develop ability to identify, relate, compare with the GCSE AO's..

They will research artists- Maria Barry and Tamara Philips and create transcripts. The pupils will develop drawing, shading and tonal skills linked to Natural Forms- creating wire sculptures



A01: Develop ideas through investigations demonstrating critical understanding of sources

Evaluate: Annotate and compare final design

GCSE previous title - Habitats and Sealife- exploring colour and shading- Artist Jason Scarpace

Design: Discover Art and Artists

Habitats and Sealife- PROJECT- Natural forms- observational drawing and sculpture



Make: Develop tone with markmaking, colour and pencil

Students develop an ability to Use the grid method to develop confidence and recording skills and what a collagraph plate is/printing They will develop their skills in 3D design and clay-using Sarah Graham as an artist influence.

Design: Using research and exploration from media to inspire ideas

Design: Explore and Experiment with food packaging



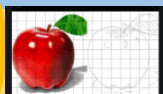
Evaluate: Annotate and compare final design

Make: Explore initial design drawing



Food/ wrappers and 3D design

Food wrappers Grid method



Materials: Explore different properties of Paints and 3d design - clay

Students develop an ability to Use the grid method to develop confidence and recording skills and what a collagraph plate is/printing They will develop drawing and scaling techniques using appropriate terminology to discuss and work. The pupils will also demonstrated an understanding of artist -Ron Magnes,

Materials: Remember scaling and shading



Design: Recognise and produce 2d/3d transcripts

Make: Discover Grid Method

In Year 9 you have the opportunity to develop your understanding of GCSE art and you create a sustained project based on a previous GCSE title. You must structure, arrange and analyse your own art work, that of relating artists and explore in more depth various art mediums.



GCSE ART

LEARNING JOURNEY

Gallery

10 hour supervised assessment period

AO4: Refine and present ideas through a personalised visual journey

Reflection/Evaluation

AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language

Preparation and exploration

Sustained Project



GCSE titles given

AO3: Integrate the use of drawing and written annotation.

Independent Design Project

AO3: Develop and record a creative journey

AO3: Record ideas which give insight to relevant intentions as work progresses

AO1: Explore a prescribed area of study in a personal manner

AO2: extend their understanding and skills with application of suitable materials, process and techniques

AO2: Refine work by exploring ideas, selecting and experimenting with different techniques and materials.

Mock Exam Titles

AO1: Make connections with the work of artists, crafts people and designers

Completion of yr 10 work – 4 wk

YEAR 11

Start of Yr11

AO4: Refine and present ideas through a personalised visual journey

AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language

AO3: Integrate the use of drawing and written annotation.

Reflection

Evaluation



AO3: Develop and record a creative journey



AO2: Refine work by exploring ideas, selecting and experimenting with different techniques and materials.



10 hour supervised assessment period

Sustained Project

AO2: extend their understanding and skills with application of suitable materials, process and techniques



Exploring artists

AO1: Make connections with the work of artists, crafts people and designers



Independent based Design Project - Detail and design

AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language

AO3: Integrate the use of drawing and written annotation

Mediums

AO3: Develop and record a creative journey



Sustained Project



Exploring artists

AO2: Refine work by exploring ideas, selecting and experimenting with different techniques and materials.

Independent Design Project

AO1: Make connections with the work of artists, crafts people and designers

Development Phase

Introduction to learning aims and task breakdown provided.



Introduction and recap of AO assessment.



Introductory Phase

T-led project Detail and deconstruction

YEAR 10

AO1: Explore a prescribed area of study in a personal manner

At GCSE you deepen your understanding of Art in the world around us whilst developing your own personal artistic style. You will design, explore, create and analyse Art.

