

Year 7 Age Related Expectations

THE NATURAL WORLD		Students will be able to:	Knowledge and Application	Presentation
UNIT 1	<p>Insects Year 7 will be introduced to foundation drawing skills within this project and how to build up mark-making techniques using a range of media. They will be introduced to good sketchbook habits and how to explore different techniques in drawing and mark-making. Formal elements will be introduced and students will begin to apply these.</p>	<ul style="list-style-type: none"> ● Know how to create a mark-making grid to explore marks made in a pencil ● Know how different marks created can enhance a drawing and show different textures ● Know the difference between 2D (shape) and 3D (form) in drawing. ● Know what observational drawing means and be able to build upon their own initial drawing ability ● Know how different materials can create different mark making techniques ● To know what the colour wheel is and the difference between primary colours and secondary colours ● Know and apply complementary colours (dry) in an outcome 	<ul style="list-style-type: none"> ● Know and understand basic techniques and processes used in art ● Know how to use different media, understand what different media can be used for and apply media appropriately for different purposes ● Know names of artists relevant to project, understand how each artist is relevant and apply knowledge to ideas and outcomes 	<ul style="list-style-type: none"> ● Know how to present all work in a way that is visually appealing ● Understand how to use trimming, mounting, titles, labels and neat gluing to bring eye to work ● Understand the importance of planning pages and use of space ● Understand importance of good layout of different design elements
UNIT 2	<p>Landscapes This project develops colour theory and colour mixing skills with the introduction of how to look at other artists work in order to build a response</p>	<ul style="list-style-type: none"> ● To know how to mix accurate secondary colours ● To know how to apply paint evenly and neatly ● To be able to explain how landscape artists have used colour in their work through an artist research page ● Know how photos of landscapes can develop own work ● Know how to develop mark-making techniques in colour ● To be able to use colour (wet) skillfully in outcomes 	<ul style="list-style-type: none"> ● Know about the planning process from initial ideas, development and refining ideas, before applying techniques and processes to final outcomes ● To be able to apply low stakes quiz annotation 	<ul style="list-style-type: none"> ● Apply knowledge and understanding to all work in sketchbooks and final pieces

UNIT 3	Portraits This project develops observational skills with further technical skill. The project also explores how the portrait can be developed through artists styles and techniques. Further exploration of mixed media.	<ul style="list-style-type: none"> ● To know how to use correct proportions to create an accurate portrait. How shape develops to form. ● To know what tone is and how it can be applied to build up form ● To know how to shade in tones from a gradient box ● To be able to identify different styles of portraits by a range of artists and say how they are different ● To be able to apply artists styles and techniques to own work using different materials 	practise into sketchbook annotation	
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Year 8 Age Related Expectations

MAN-MADE WORLD		Students will be able to:	Knowledge and Application	Presentation
UNIT 1	Still Life This project builds upon the drawing skills of y7 but with a focus on drawing from life. The project aims to explore a range of materials and mixed media with the introduction of how to make artist research pages and final outcomes.	<ul style="list-style-type: none"> ● Know how to draw and record from a range of objects from direct primary observation ● To be able to use different materials to create still life studies eg ink, pen, collage ● To be able to use perspective correctly in direct observation ● To identify and evaluate how artists have explored Still Life, such as Lichtenstein. How comparisons can be made. ● How to produce effective artist research pages. ● To know how to arrange a composition ● To know how to build up design ideas for a final outcome ● Know how to create an original final still life outcome developed from initial designs 	<ul style="list-style-type: none"> ● Know and understand different techniques and processes used in art ● Know how to use different media, understand what different media can be used for and apply media appropriately for different purposes ● Know names of artists relevant to project, 	<ul style="list-style-type: none"> ● Know how to present all work in a way that is visually appealing ● Understand how to use trimming, mounting, titles, labels and neat gluing to bring eye to work ● Understand the importance of

		<ul style="list-style-type: none"> Apply correct materials with developing skill 		
UNIT 2	<p>Urban This project aims to explore how ideas and concepts can influence a piece of work. Students will explore their local (UK) urban environment and how to produce pieces built in layers.</p>	<ul style="list-style-type: none"> Know how contemporary urban artists convey messages within their work Explore how concepts are used in art Be able to use own symbolism/interests and explore how it can link within an outcome Know how to develop mixed media and build up pieces of work using layers Know how to use digital techniques to develop ideas further 	<p>understand how each artist is relevant and apply knowledge to ideas and outcomes</p> <ul style="list-style-type: none"> Know about the planning process from initial ideas, development and refining ideas, before applying techniques and processes to final outcomes 	<p>planning pages and use of space</p> <ul style="list-style-type: none"> Understand importance of good layout of different design elements Apply knowledge and understanding to all work in sketchbooks and final pieces
UNIT 3	<p>Cultures (Aboriginal) This project aims to explore other cultures (worldwide) and how it shapes our appreciation of cultures and artefacts. Students will build their knowledge of mixed media.</p>	<ul style="list-style-type: none"> Be able to evaluate how a culture has defined their own style of work - what makes it unique. Be able to link symbols with meanings within Aboriginal art Be able to create high quality artist/culture research pages Apply the Aboriginal dot technique with skill and control Know how to skillfully design idea pages for an outcome using annotation and discussion for development Be able to show development from initial work into a final developed outcome. 	<ul style="list-style-type: none"> To be able to apply low stakes quiz annotation practise into sketchbook annotation 	

Year 9 Age Related Expectations

GCSE INTRODUCTION		Students will be able to:	Knowledge and Application	Presentation
UNIT 1, 2 & 3	'Getting ready for	<p>Back to basics to embed key skills from year 7&8:</p> <ul style="list-style-type: none"> Apply Mark-making in mixed media 	<ul style="list-style-type: none"> Know and understand a wider range of techniques and processes used in art 	<ul style="list-style-type: none"> Know how to present all work in a way that is visually appealing

	<p>Art GCSE' Workshops</p>	<ul style="list-style-type: none"> ● Demonstrate skillful direct pencil observation from first hand studies ● Know how to use a grid in observational drawing to transfer, scale up/down ● Apply primary, secondary, tertiary, complementary and monochromatic schemes using the colour wheel - now with acrylics ● Demonstrate working in mixed media skillfully from a range of sources ● Be able to use wet materials with control and refinement ● Know how to study an artist - using transcriptions, annotations, developed writing and skillful presentation techniques ● Know how to make a GCSE artist research page ● Know how to develop an artist style or technique using own work avoiding heavy pastiche ● Know how to explore technical architectural drawing - 1 and 2 point perspectives ● Know how to take successful photos for AO3 ● Know how to explore different viewpoints for effect ● Know how to exploring the impasto technique and other methods for capturing a range of textures 	<ul style="list-style-type: none"> ● Know how to use different media, understand what different media can be used for and apply media appropriately for different purposes ● Know names of artists relevant to project, understand how each artist is relevant and apply knowledge to ideas and outcomes ● Know about the planning process from initial ideas, development and refining ideas, before applying techniques and processes to final outcomes ● To be able to apply low stakes quiz annotation practise into sketchbook annotation 	<ul style="list-style-type: none"> ● Understand how to use trimming, mounting, titles, labels and neat gluing to bring eye to work ● Understand the importance of planning pages and use of space ● Understand importance of good layout of different design elements ● Apply knowledge and understanding to all work in sketchbooks and final pieces
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