Art and Photography Curriculum overview						
Year 7 Art	Year 8 Art	Year 9 Art	Year 10 Art	Year 11 Art	Y10 Photography	Y10/11 Photography
 <u>The Formal Elements of Art</u> and Design: Line and mark making Shape, tone, form. Austin's butterfly – looking at the importance of refining work. Pepper drawing – putting all the skills developed into practice. Texture – creating collagraph prints Pattern – African masks and clay work Colour – paint mixing and colour theory. 	Colour theory: - Colour wheel - Exploring the work of David Hockney - Painting a local landscape in the style of Hockney Bugs and Insects: • • Drawing tasks different media and scales • Artist investigation Portraiture: • • Facial Features • Proportion • Portrait in the style of an artist Gargoyles: • • Investigating gargoyles • Design ideas • Ceramic gargoyles	Mexican Day of the Dead : • Research • Sugar skull mono printing • 3D design sugar skull design • Ceramic skull GSCE OPTIONS PRESENTATION LESSON. Series of workshops and mini projects in preparation for GCSE art, exploring a range of different media, concepts, and careers including: • Abstract art • Ceramics • Photography and digital editing • Surreal collages	Project 1: Who Do You think you are? Investigating and exploring a range of drawing/painting materials: - Pencil drawing - Dry point engraving - Dry point engraving - Mono printing - Oil/Chalk pastels - Ceramics - Paint - Biro/fine liner Develop a final piece with a chosen technique/media linking to an artist of choice. Project 2: Inside/Outside Mind map and drawings using various media. Researching and analysing artists work.	Inside/Outside continued: Creating ideas inspired by student's choice of artists. Developing and refining initial ideas through exploring composition, colour, and media. Final Outcomes External Exam preparation Jan- March. Final 10 hour Exam Coursework completion by 2 nd week back after the Easter holidays.	Project 1 – Go explore Exploring the work of Abba Richman by analysing the artist's work. Conducting a shoot applying skills and knowledge and creating edits inspired by them. Learning the workflow of digital editing techniques. Exploring edit variations and filters. Exploring 'Mini-figure Artists' researching and analysing their work. Conducting a photoshoot. Developing camera skills by exploring and applying aperture and depth of Field. Developing editing skills to create ideas based on the artist style. Exploring Light tracing techniques. Researching a hutter speed and exposure time. Taking a photoshoot using long shutter speeds to capture moving light. Editing the images and developing editing skills. Students will then start the fragmented reality project before Easter in year 10.	Project 2 Fragmented Reality Project: Exploring the work of three different artists (which includes portraits, landscapes and surrealism) by researching analysing the artist's work. Conducting a photoshoot, applying skills and knowledge and creating edits inspired by them. Developing and refining own ideas based on a theme or a range of ideas. Conducting a photoshoot. Refining and mastering digital editing skills and exploring hand editing techniques. Exploring edit variations and filters to produce a final piece/pieces of work. External Exam preparation Jan- March. Final 10 hour Exam Coursework completion by 2 nd week back after Easter holidays.