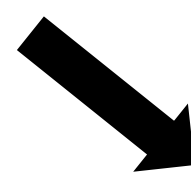
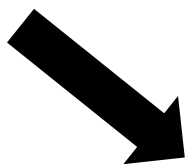


Y7 Aims	Broader concepts:	
	Introduction to Art in Secondary School.	
	Project 1 - Key Art Concepts Project 2 - Nature	
	Skills:	Knowledge:
	Key Concepts drawings, shading, Knowledge of Artists and designers, Experimenting with a range of media and materials. Creating Outcomes	<p>Project 1 – Key Concepts-Focusing on each key concept Artists linking to Key Skills They are outline, shape, shading and colour mark making, texture and pattern. Linked to the Artists Van Gogh, Erin Hanson, Jan Bickerton, Learning drawing techniques, shading, Artist research and analysis, Colour theory, exploration of different media such as, oil pastel, Photoshop and paper weaving/notan. Recall from Primary- colour theory, drawing skills, linking with Artists and craft work.</p> <p>Project 2-Nature Starting with drawing and bugs Artists that use Jungles in their Artwork for example Henri Rousseau, tonal techniques. College techniques and landscape drawing, painting, paint mixing and ink work. 3D building of a concertina and low relief in the style of Isabelle Ouzman. Printing and mono printing techniques. Linking the research/ analysis and Artists together to, designing, layout, using different materials to create a final outcome- Recall from Primary- colour theory and colour mixing, linking with Artists, 3D, making and craft work.</p>
Recall:		
https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239018/PRIMARY_national_curriculum_-_Art_and_design.pdf Re-address any misconceptions of students coming in from Primary.		

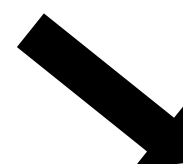


Art and Photography 5 Year curriculum Overview 2023-2024



Broader concepts:	
<p>Enriching knowledge Project 1- Day of the Dead Project 2 - Contemporary Art Project 3 - Places</p>	
Skills:	Knowledge:
<p>Key Concepts drawings, shading, Knowledge of Artists and designers, Experimenting with a range of media and materials. Creating Outcomes</p>	<p>Project 1- Day of the Dead -Starting with How to draw a skull. What is the History of Day of the Dead and Mexican culture. Looking Frida Kahlo who influenced Art and Mexican culture. What is Day of the Dead for? What are the differences/ similarities in different cultures ? How have different artists been influenced by Mexican Art/Day of the Dead? Understanding the design process in creating a 2D design and Day of the Dead mask and learning new ways of building 3D structures - in card/paper/printing. Recall- is drawing using outline, proportions and shading. Using skills to create low relief. Using colour theory techniques to add colour to Artwork. Project 2 - Contemporary Art Asking the following whilst researching in writing and drawing: What is contemporary art? What messages are there in current art? -Using Artists like Ruth Piper to create a 3D digital pattern, Asking the following whilst researching in writing and drawing: What are my own opinions and ideas? Understanding the power of art to change minds when designing a card to send to a special someone showing appreciation. PHSCE themes looking at gender, social issues and politics. Project 3 - Places Understanding the themes and artists of this subject 'Places' Understanding the styles and media best suited to it. Understanding through drawing, painting, photography skills. A clear understanding of design for purpose to create a personal piece in the style of places and the local artist Jo Peel.</p>
<p>Recall:Recall: Key Concepts - Shape, outline, shading, colour theory, materials and techniques, compare and contract, experimentation, reflecting on own work and work of others, literacy and annotation.</p>	
<p>Re-address any misconceptions of students from Year 7. Recall all key skills throughout the Projects.</p>	

Y8 Aims



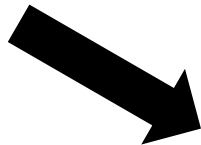
Art and Photography 5 Year curriculum Overview 2023-2024



Y9 Aims	Broader concepts:	
	GCSE Ready - Art and Photography Project 1- Issues (Portrait) Project 2 - Food	
	Skills:	Knowledge:
	Key Concepts drawings, shading, Knowledge of Artists and designers, Experimenting with a range of media and materials. Creating Outcomes	<p>Project 1- Issues Learning about Portraits, understanding current issues and how portrait artists use these to create Artwork to show a meaning. Students learn to draw a portrait using different medias, gaining knowledge about Portrait artists and how they create their Artwork, creating a series of Portrait Outcomes based around current issues/influence and history of Portrait Artists through history.</p> <p>Project 2- Food in Art -Developing an understanding of Artists who use Food in their Artwork. Understanding how to develop a range of Artwork in different media, photographs, photoshoots, apps and Photoshop ,clay cardboard, chalk and painting, packaging design, into a series of Outcomes.</p>
	Recall: Key Concepts - Shape, outline, shading, colour theory, materials and techniques, compare and contract, reflecting on own work and work of others, experimentation, literacy and annotation.	
	Re-address any misconceptions of students from Year 7/8. Recall all key skills throughout the Projects.	



Art and Photography 5 Year curriculum Overview 2023-2024



Broader concepts:					
Y10 Aims	<p>AQA Art, Craft and Design Coursework (60%) Project 1- Natural Forms Project 2 - 'My World' (Start by Summer term)</p>				
	<table border="1"> <thead> <tr> <th>Skills:</th> <th>Knowledge:</th> </tr> </thead> <tbody> <tr> <td> <p>Assessment Objective 1: Develop ideas through investigations, demonstrating critical understanding of sources. Assessment Objective 2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. Assessment Objective 3: Record ideas, observations and insights relevant to intentions as work progresses. Assessment Objective 4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.</p> </td> <td> <p>Project 1-Understanding Artists who use Natural Forms in their Artwork. Understanding how to develop Artwork in a range of media and experimenting, Understand how to develop own ideas then a Final Outcome/s.</p> <p>Project 2- -Understanding Artists who use Identity or Surroundings (students own choice) in their Artwork. Understanding how to develop Artwork in a range of media and experimenting, Understand how to develop own ideas then a Final Outcome/s.</p> </td> </tr> </tbody> </table>	Skills:	Knowledge:	<p>Assessment Objective 1: Develop ideas through investigations, demonstrating critical understanding of sources. Assessment Objective 2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. Assessment Objective 3: Record ideas, observations and insights relevant to intentions as work progresses. Assessment Objective 4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.</p>	<p>Project 1-Understanding Artists who use Natural Forms in their Artwork. Understanding how to develop Artwork in a range of media and experimenting, Understand how to develop own ideas then a Final Outcome/s.</p> <p>Project 2- -Understanding Artists who use Identity or Surroundings (students own choice) in their Artwork. Understanding how to develop Artwork in a range of media and experimenting, Understand how to develop own ideas then a Final Outcome/s.</p>
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	<p>Recall:Recall: Key Concepts - Shape, outline, shading, colour theory, materials and techniques, compare and contract, experimentation, reflecting on own work and work of others, literacy and annotation.</p>				
<p>Re-address any misconceptions of students from KS3. re-teach key concepts and use of media, developing designs and creating original outcomes.</p>					

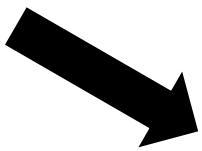


Broader concepts:					
Y11 Aims	<p>AQA Art, Craft and Design Coursework (60%) Project 2 -My World- 'Identity' or Architecture to Complete by October half term AQA Art , Craft and Design Exam Component (40%) Project 3- Exam Question (Start January up to Exam)</p>				
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	<p>Recall:Recall: Key Concepts - Shape, outline, shading, colour theory, materials and techniques, compare and contract, experimentation, reflecting on own work and work of others, literacy and annotation.</p>				
<p>Re-address any misconceptions of students from KS3. Re-teach key concepts and use of media, developing designs and creating original outcomes.</p>					

Art and Photography 5 Year curriculum Overview 2023-2024



Ecclesfield
SCHOOL



Broader concepts:	
AQA Art and Design (Photography) Coursework (60%) Project 1- Architecture Project 2- Light and Dark (Start by Summer term)	
Skills:	Knowledge:
<p><u>Assessment Objective 1:</u> Develop ideas through investigations, demonstrating critical understanding of sources.</p> <p><u>Assessment Objective 2:</u> Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.</p> <p><u>Assessment Objective 3:</u> Record ideas, observations and insights relevant to intentions as work progresses.</p> <p><u>Assessment Objective 4:</u> Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.</p>	<p>Project 1-Understanding Photographers and Artists who use Architecture in their Artwork. Understanding how to develop photographs, photoshoots, apps and Photoshop. Artwork in a range of media and experimenting, Understand how to develop own ideas through Photography then a Final Outcome/s.</p> <p>Project 2- -Understanding Photographers Artists who use Light and Dark in their Artwork. Understanding how to develop photographs, photoshoots, apps and Photoshop. Understanding how to develop Artwork in a range of media and experimenting, Understand how to develop own ideas then a Final Outcome/s.</p>
Recall: Recall: Key Concepts - Photoshoots, key concepts in Photography, materials and techniques, compare and contract, experimentation, reflecting on own work and work of others, literacy and annotation.	
Re-address any misconceptions of students from KS3. e-teach key concepts and use of media, developing designs and creating original outcomes.	

Y10 Aims

Broader concepts:	
AQA Art and Design (Photography) Coursework (60%) Project 2 - Complete by October half term (Some students will complete a mini project of their own choice if completed both Architecture and Light and Dark are completed)	
AQA Art and Design (Photography) Exam Component (40%) Project 3- Exam Question (Start January up to Exam)	
Skills:	Knowledge:
<p><u>Assessment Objective 1:</u> Develop ideas through investigations, demonstrating critical understanding of sources.</p> <p><u>Assessment Objective 2:</u> Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.</p> <p><u>Assessment Objective 3:</u> Record ideas, observations and insights relevant to intentions as work progresses.</p> <p><u>Assessment Objective 4:</u> Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.</p>	<p>Project 2 continued (Project 3 for some students) - Understanding Photographers/Artists who use Identity in their Artwork. Understanding how to develop photographs, photoshoots, app and Photoshop. Understanding how to develop Artwork in a range of media and experimenting, Understand how to develop own ideas then a Final Outcome/s.</p> <p>EXAM Project- -Understanding Photographers/Artists. Understanding how to develop photographs, photoshoots, app and Photoshop. Understanding how to develop Artwork in a range of media and experimenting, Understand how to develop own ideas then create a Final Outcome/s in a 10 hours exam.</p>
Recall: Key Concepts - Photoshoots, key concepts in Photography, materials and techniques, compare and contract, experimentation, reflecting on own work and work of others, literacy and annotation.	
Re-address any misconceptions of students from KS3. e-teach key concepts and use of media, developing designs and creating original outcomes.	

Y11 Aims

Work Hard | Be Kind | Aim High | Show GRIT