

Art Curriculum Plan Spring Term 2021-22

7	Spring Term 1 and 2
	<p>Topics Still life</p> <p>Knowledge/Understanding</p> <ul style="list-style-type: none"> • Understand how 2D & 3D shapes are represented in art • How form is created by artists to create the appearance of a 3D shape • How tone is created in still life drawings • How a variety of textures are created in a still life artwork • Introduction to photorealist artist, Sarah Graham & great still life artists such as Cezanne. <p>Skills</p> <ul style="list-style-type: none"> • 3D drawing skills using perspective and isometric projection • Use colour mixing with paints to create shadows and highlights • Create texture using mark-making techniques
8	Spring Term 1 and 2
	<p>Topics Portraits</p> <p>Knowledge/Understanding</p> <ul style="list-style-type: none"> • Proportions of the face • How shadows and tone appear on the face • How artists represent facial features • Introduction to artists Frida Kahlo & Vince Low <p>Skills</p> <ul style="list-style-type: none"> • Applying rules of proportion to portraits • Use a range of appropriate media to add tone to portraits • Use artist references as inspiration for portrait studies
9	Spring Term 1 and 2
	<p>Topics Architecture</p> <p>Knowledge/Understanding</p> <ul style="list-style-type: none"> • Understand how 3D forms are represented in art • How form is created by artists to create the appearance of a 3D shape • How tone is created in architecture • How a variety of textures and common features are created in architecture • Introduction to contemporary artist, Andy Mercer & great architects such as Gaudi. <p>Skills</p> <ul style="list-style-type: none"> • Refine 3D drawing skills using one and two point perspective • Use a range of mixed media to represent tone and form • Create texture using mark-making techniques and mixed-media

10	Spring Term 1 and 2
	<p>Topics Manchester Abstract</p> <p>Knowledge/Understanding</p> <ul style="list-style-type: none"> • AO3 – understand the working practices of their chosen artists from AO1 & AO2 • How artists record ideas and developments • How to refine ideas for their personal response to the brief • Understand how annotations can be used to support refinement of the brief • AO4 – understand how to combine successful elements, media and processes to a final outcome. • Abstract – introduction to abstract art and famous contemporary and historical abstract artists such as Mondrian & Matisse <p>Skills</p> <ul style="list-style-type: none"> • Select and use appropriate media in response to artist studies • Refine skills in a range of suitable media linked to their chosen artist(s) • Use reference images to create a personal and meaningful response • Present a personal, meaningful response over a sustained period of approx. 10 hours. • Present relevant research to demonstrate their understanding of abstract art • Explore abstract mark-making through a range of mixed-media
11	Spring Term 1 and 2
	To feature shortly



St Anthony's
Roman Catholic School
ASPIRE + BELIEVE + ACHIEVE

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7	Summer Term 1 and 2
	<p>Topics Still life</p> <p>Knowledge/Understanding</p> <ul style="list-style-type: none"> • How form is created by artists to create the appearance of a 3D shape whilst using acrylic paint • Composition and how this is used to create an arrangement of object in reference to artist Sarah Graham • Final sustained outcome exploring the use of composition and art materials to create a Sarah Graham inspired outcome • Evaluation of project identifying strengths and targets <p>Skills</p> <ul style="list-style-type: none"> • 3D drawing skills using perspective and isometric projection • Using tints and shades with paint to create 3d realistic forms

	<ul style="list-style-type: none"> • Understanding of composition and observational drawing • Evaluation of work and developing artistic language
8	Summer Term 1 and 2
	<p>Topics Portraits</p> <p>Knowledge/Understanding</p> <ul style="list-style-type: none"> • Introduction to Van Gogh and Vince Low to inspire art processes to link to a final outcome • Learning a grid method technique to generate correct scale for a final piece • Using taught processes to apply this to an outcome • An evaluation of outcome exploring reflection and artistic language <p>Skills</p> <ul style="list-style-type: none"> • Knowledge of colour mixing – tertiary colours and applying shades and tints • Mixed media portrait combining mark making, painting, tone, • Use artist references as inspiration for self-portrait studies using pencil and tone • Development of artist language when reflecting on outcomes
9	Summer Term 1 and 2
	<p>Topics Architecture</p> <p>Knowledge/Understanding</p> <ul style="list-style-type: none"> • Development of looking at collage as a process for creating artwork inspired by the theme architecture • Research and presentation of artist Andy Mercer. • Using ink as a medium to create artworks inspired by the work of Andy Mercer • Final mixed media outcome inspired by research of artists and processes in spring term 2 and Summer term 1. • Evaluation of project reflecting on final outcome and exploration of Architecture topic <p>Skills</p> <ul style="list-style-type: none"> • Refine collage techniques • Presentation of research and reflecting on artwork using artistic language • Mixed media response and development into 3d forms and structures
10	Summer Term 1 and 2
	<p>Topics 'Zine Project' 'Abstract'</p> <p>Knowledge/Understanding</p> <ul style="list-style-type: none"> • Understanding of photographic processes and exploring 'zines' as a photographic form

	<ul style="list-style-type: none"> • How artists record ideas and developments • How to refine ideas for their personal response to the brief 'My home' • Understand how annotations can be used to support refinement of the brief through exploring editing and photo manipulation. • Developing photography skills and layout/ presentation of 'zines' <p>(Term 2)</p> <ul style="list-style-type: none"> • Abstract – introduction to abstract art and famous contemporary and historical abstract artists such as Mondrian & Matisse • A01- Exploration of Abstract art and work of artists • Development of research and artists exploring materials and specific processes <p>Skills</p> <ul style="list-style-type: none"> • Select and use appropriate media in response to artist studies • Refine skills in a range of suitable media linked to their chosen artist(s) • Use reference images to create a personal and meaningful response • Present a personal, meaningful response over a sustained period of approx. 10 hours. • Present relevant research to demonstrate their understanding of abstract art
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	<p>Topics (Exam question)</p> <p>Knowledge/Understanding</p> <ul style="list-style-type: none"> • Course finalising- moderation commences and pupils are awarded marks in line with EDUCAS assessment policy 
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