



Curriculum Content

Art –
KS3 –

Year 7	Half Term 1 September – October	Half Term 2 November - December	Half Term 3 January - February
	<p align="center">Topic: Diagnostic Drawing Activities</p> <p>Knowledge: Understanding a range of approaches to drawing.</p> <p>Skills: Drawing from memory, primary and secondary sources. Basic drawing techniques.</p> <p>Assessment:</p>	<p align="center">Topic: Bugs and Insects</p> <p>Knowledge: Learning about bugs and insects. Responding creatively to a source material. Developing designs for own insects.</p> <p>Skills: Drawing, colouring, rendering and blending, painting, mixing paint colours, blending paints, adding detail such as highlights and shadows. 3D model making from recycled materials.</p> <p>Assessment:</p>	<p align="center">Topic: Comics and Super heroes.</p> <p>Knowledge: Learn about the culture of comic books and superheroes and villains. Consider the nature of good and evil, strengths and weaknesses, and the development of characters and themes. Learn about illustration and presentation techniques. Develop own characters and storylines. Look at the work of associated artists and designers. E.g. Jack Kirby, Steve Ditko, and Roy Lichtenstein.</p> <p>Skills: Illustration skills, fine liner, inking in, colouring, using sources to develop an idea.</p> <p>Assessment:</p>
Vocabulary Links	line tone texture shape form pattern space equal horizontal curved shade shadow highlight mid-tone mark-making negative positive contrast straight overlapping individual balance outline height width geometric still-life photorealist	colour line tone texture shape form pattern space equal blend render mix tint horizontal curved shade hue surface warm cool primary secondary complementary tertiary shadow highlight mid-tone composition proportion mark-making repeat symmetrical contrast straight features overlapping individual design material style outline height width three dimensional geometric foreground background nature organic mixed media	colour line tone texture shape form pattern space blend render mix movement horizontal curved shade hue surface warm cool primary secondary complementary tertiary shadow highlight mid-tone composition emotion proportion mark-making negative positive contrast mood atmosphere monochromatic grid straight figure features expression narrative storyboard collage pigment pop art figurative identity genre cross-hatching overlapping individual diversity anatomy cultural stereotypes design material style plan building outline height width culture urban perspective converging lines parallel lines vanishing point foreground background
National Curriculum	<ul style="list-style-type: none"> Produce creative work, exploring ideas and recording experiences 	<ul style="list-style-type: none"> Produce creative work, exploring ideas and recording experiences 	<ul style="list-style-type: none"> Produce creative work, exploring ideas and recording experiences

	<ul style="list-style-type: none"> • Become proficient in drawing, painting, sculpture and other art, craft and design techniques • Use a range of techniques to record observations in sketchbooks, journals and other media as a basis for exploring their ideas • Increase proficiency in the handling of different materials • Analyse and evaluate own work, and that of others, in order to strengthen the visual impact or applications of their work • Develop creativity and ideas, and increase proficiency in their execution. 	<ul style="list-style-type: none"> • Become proficient in drawing, painting, sculpture and other art, craft and design techniques • Evaluate and analyse creative works using the language of art, craft and design • Use a range of techniques to record observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use a range of techniques and media, including painting • Increase proficiency in the handling of different materials • Analyse and evaluate own work, and that of others, in order to strengthen the visual impact or applications of their work • Develop creativity and ideas, and increase proficiency in their execution. 	<ul style="list-style-type: none"> • Become proficient in drawing, painting, sculpture and other art, craft and design techniques • Evaluate and analyse creative works using the language of art, craft and design • Know about artists, craft makers and designers, and understand the historical and cultural development of their art forms. • Use a range of techniques to record observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use a range of techniques and media, including painting • Increase proficiency in the handling of different materials • Analyse and evaluate own work, and that of others, in order to strengthen the visual impact or applications of their work • Study the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day • Develop creativity and ideas, and increase proficiency in their execution. • Develop a critical understanding of artists, architects and designers, expressing reasoned judgements that can inform their own work.
Year 7	Half Term 4 February - March	Half Term 5 April – May	Half Term 6 June - July
	Topic: Comics and Super heroes.	Topic: Landscape	Topic: Landscape
	Knowledge: Learn about the culture of comic books and superheroes and villains. Consider nature of good and evil,	Knowledge: Learn about different landscapes with a particular focus on the local environment. Gain knowledge about	Knowledge: Learn about different landscapes with a particular focus on the local environment. Gain knowledge about

	<p>strengths and weaknesses, and the development of characters and themes. Learn about illustration and presentation techniques. Develop own characters and storylines. Look at the work of associated artists and designers. E.g. Jack Kirby, Steve Ditko, and Roy Lichtenstein.</p> <p>Skills: Illustration skills, fine liner, inking in, colouring, using sources to develop an idea.</p> <p>Assessment</p>	<p>local areas and techniques to record visually. Learn about other relevant artists such as Hockney, Van Gogh and Cezanne</p> <p>Skills: Watercolour painting, mark making, washes, detail painting, observational drawing, texture and pattern, exaggerated colour schemes.</p> <p>Assessment:</p>	<p>local areas and techniques to record visually. Learn about other relevant artists such as Hockney, Van Gogh and Cezanne</p> <p>Skills: Watercolour painting, mark making, washes, detail painting, observational drawing, texture and pattern, exaggerated colour schemes.</p> <p>Assessment:</p>
Vocabulary Links	<p>colour line tone texture shape form pattern space blend render mix movement horizontal curved shade hue surface warm cool primary secondary complementary tertiary shadow highlight mid-tone composition emotion proportion mark-making negative positive contrast mood atmosphere monochromatic grid straight figure features expression narrative storyboard collage pigment pop art figurative identity genre cross-hatching overlapping individual diversity anatomy cultural stereotypes design material style plan building outline height width culture urban perspective converging lines parallel lines vanishing point foreground background</p>	<p>colour line tone texture shape form pattern space equal scale blend mix tint movement horizontal curved shade hue surface warm cool primary secondary complementary tertiary shadow highlight mid-tone composition emotion proportion mark-making repeat negative and positive space contrast mood atmosphere temperature monochromatic grid straight features expression cross-hatching overlapping material style outline height width culture urban rural perspective converging lines parallel lines vanishing point scenery foreground background nature organic mixed media environment panorama impressionism</p>	<p>colour line tone texture shape form pattern space equal scale blend mix tint movement horizontal curved shade hue surface warm cool primary secondary complementary tertiary shadow highlight mid-tone composition emotion proportion mark-making repeat negative and positive space contrast mood atmosphere temperature monochromatic grid straight features expression cross-hatching overlapping material style outline height width culture urban rural perspective converging lines parallel lines vanishing point scenery foreground background nature organic mixed media environment panorama impressionism</p>
National Curriculum	<ul style="list-style-type: none"> • Produce creative work, exploring ideas and recording experiences • Become proficient in drawing, painting, sculpture and other art, craft and design techniques 	<ul style="list-style-type: none"> • Produce creative work, exploring ideas and recording experiences • Become proficient in drawing, painting, sculpture and other art, craft and design techniques 	<ul style="list-style-type: none"> • Produce creative work, exploring ideas and recording experiences • Become proficient in drawing, painting, sculpture and other art, craft and design techniques

	<ul style="list-style-type: none"> • Evaluate and analyse creative works using the language of art, craft and design • Know about artists, craft makers and designers, and understand the historical and cultural development of their art forms. • Use a range of techniques to record observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use a range of techniques and media, including painting • Increase proficiency in the handling of different materials • Analyse and evaluate own work, and that of others, in order to strengthen the visual impact or applications of their work • Study the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day • Develop creativity and ideas, and increase proficiency in their execution. • Develop a critical understanding of artists, architects and designers, expressing reasoned judgements that can inform their own work. 	<ul style="list-style-type: none"> • Evaluate and analyse creative works using the language of art, craft and design • Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. • Use a range of techniques to record observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use a range of techniques and media, including painting • Increase proficiency in the handling of different materials • Analyse and evaluate own work, and that of others, in order to strengthen the visual impact or applications of their work • Study the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day • Develop creativity and ideas, and increase proficiency in their execution. • Develop a critical understanding of artists, architects and designers, expressing reasoned judgements that can inform their own work. 	<ul style="list-style-type: none"> • Evaluate and analyse creative works using the language of art, craft and design • Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. • Use a range of techniques to record observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use a range of techniques and media, including painting • Increase proficiency in the handling of different materials • Analyse and evaluate own work, and that of others, in order to strengthen the visual impact or applications of their work • Study the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day • Develop creativity and ideas, and increase proficiency in their execution. • Develop a critical understanding of artists, architects and designers, expressing reasoned judgements that can inform their own work.
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Year 8	Half Term 1 September – October Topic: African Art and Culture	Half Term 2 November - December Topic: African Art and Culture	Half Term 3 January - February Topic: Graphics and Lettering
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Vocabulary Links	<p>colour line tone texture shape form pattern space equal blend mix horizontal curved shade hue surface shadow highlight mid-tone composition emotion proportion mark-making repetitive negative and positive space contrast grid straight figure features expression collage figurative art identity overlapping individual diversity nationality traditional contemporary cultural design batik sculpture textiles lino cutting inks ink roller material geometric Ndebele foreground background nature mixed media figure</p>	<p>colour line tone texture shape form pattern space equal blend mix horizontal curved shade hue surface shadow highlight mid-tone composition emotion proportion mark-making repetitive negative and positive space contrast grid straight figure features expression collage figurative art identity overlapping individual diversity nationality traditional contemporary cultural design batik sculpture textiles lino cutting inks ink roller material geometric Ndebele foreground background nature mixed media figure</p>	<p>colour line tone texture shape form pattern space equal scale blend mix alliteration illustration graffiti drop shadow graphic design horizontal curved shade shadow highlight mid-tone proportion mark-making repetitive symmetrical negative and positive space contrast mood atmosphere grid straight figure features expression narrative collage pop art identity genre cross-hatching overlapping individual diversity cultural design material style plan construct building outline height width urban function structure three dimensional geometric mixed media</p>
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Year 8	Half Term 4 February - March	Half Term 5 April – May	Half Term 6 June - July
	Topic: Graphics and Lettering	Topic: Gaudi and Hundertwasser - Organic Architecture	Topic: Gaudi and Hundertwasser - Organic Architecture
	Knowledge: Learn about graphic techniques and using lettering as a starting point for artistic endeavour. Learn	Knowledge: Study drawings, paintings and buildings by Gaudi and Hundertwasser.	Knowledge: Study drawings, paintings and buildings by Gaudi and Hundertwasser.

	<p>about graffiti art and culture, pop artists Robert Indiana and Jasper Johns, and Andy Warhol. Look at food packaging and techniques used in promotion.</p> <p>Skills: Graffiti Lettering techniques, drop shadows, serifs, positive and negative space, rendering and blending techniques, 3D lettering drawing, 3D model making of letters.</p> <p>Assessment:</p>	<p>Develop understanding of collage techniques. Look at relationships between organic natural forms and design.</p> <p>Skills: Drawing, painting, blending colours, washes, model making, collage</p> <p>Assessment:</p>	<p>Develop understanding of collage techniques. Look at relationships between organic natural forms and design.</p> <p>Skills: Drawing, painting, blending colours, washes, model making, collage</p> <p>Assessment:</p>
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