

# Art

**"Art is not what you see but what you make others see" - Edgar Degas**

In art we create a working atmosphere where students love to learn, are confident to take risks and have the skills to adapt and develop independently or as a team. As staff we aim to nurture students' passion for the subject through exciting and creative lessons. We embrace and celebrate the uniqueness and individuality of all our students.

Autumn	Spring	Summer
Introduction to GCSE	Bones	Marine life

Homework will be set weekly on the following format

- Drawing techniques
- Extended class work
- Colour pencil skills
- Art/cultural theory
- Written analysis of own and others work
- Research PowerPoint
- Photography
- Responding to feedback

Unit	Duration (lessons)	Learning Objectives/Outcomes
Introduction Bugs and Butterflies	6 weeks	<ul style="list-style-type: none"><li>• Further develop understanding of the formal elements (Line, Texture, Form, Shape, Tone, Colour)</li><li>• Further develop understanding of core drawing concepts such as tonal shading and proportion</li><li>• Experiment with mark-making techniques to create texture and detail</li><li>• Explore a range of drawing styles and techniques when using new mediums such as mono-printing and expressive ink</li></ul>
Bones	14 weeks	<ul style="list-style-type: none"><li>• Develop Contextual references when looking at the work of Henry Moore, Leonardo Da Vinci, Georgia O'Keeffe</li><li>• Develop technical skills when creating observational studies of bones</li><li>• Develop skills and techniques when using graphite in the style of Henry Moore</li><li>• Develop experimental sheets looking at layering and tonal techniques</li><li>• Experiment when cropping and editing photographs</li></ul>

		<ul style="list-style-type: none"> <li>• Create a personal final outcome</li> </ul>
Marine life	18 weeks	<ul style="list-style-type: none"> <li>• Experiment creating artist design and contextual sheets on Ernst Haeckel, Sarah Parker Eaton, Jason Scarpace, Catryn Myston Jones</li> <li>• Develop pen and ink drawings of abstract forms using mark making skills</li> <li>• Explore and record fish and octopi through digital photography</li> <li>• Manipulate Digital images using Photoshop by cropping, editing and manipulating colours</li> <li>• Create A5 detailed intricate pencil drawings of sea creatures and abstract living organisms from under the sea</li> <li>• Create design sheets inspired by gathered information</li> <li>• Create a final outcome independently selecting materials which promote their skill strength</li> </ul>

