

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 - Marine Life project	Marine Life continued	Urban Metropolis

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 to GCSE - Marine Life project	6 weeks	• Develop research and creative thinking skills through the use of mind maps, moodboards and artist research to begin the initial creative process. • Develop understanding of the formal elements of art: line, texture, form, shape, tone and colour. • Develop core drawing skills, including tonal shading, proportion and observational drawing. • Develop pen and ink drawings of abstract forms using mark making skills • Experiment with a range of mark-making techniques to create texture, detail and visual effects. • Explore a variety of drawing styles, processes and techniques using a range of new and traditional media, including mono-printing and expressive ink. • Develop confidence in experimenting, refining and making creative decisions in preparation for GCSE Art coursework.

Marine Life continued	14 weeks	• Experiment creating artist design and contextual sheets on Mary O'Malley and Yellena James • Explore and record fish and octopi through digital photography • Manipulate Digital images using Photoshop by cropping, editing and manipulating colours • Create A5 detailed intricate pencil drawings of sea creatures and abstract living organisms from under the sea • Create design sheets inspired by gathered information • Explore and apply a range of clay techniques to represent the structures, forms and textures found in marine life. • Create a series of clay tester pieces to experiment with and develop a range of techniques and processes. • Develop confidence in manipulating clay to create surface texture, form and detail inspired by marine life. • Create a final clay vessel that combines and demonstrates the skills, techniques and knowledge developed throughout the project.
Urban Metropolis	18 weeks	• Experiment creating artists design and contextual sheets linked to the Artists Derek Learner, Valarie Goodman, Federico Cortese, Aaron Straup Cope, Victoria Potrovitza and Kyle Henderson. • Explore historical and abstract maps making reference to line, space and pattern. • Create ink and acrylic development boards using expressive and refined mark making techniques. • Further develop colour theory skills and techniques. • Create a final outcome inspired from gathered information and ideas