

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
	Clay Monsters	Graffiti Printing project

Homework will be set weekly in the following format

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

Unit	Duration (lessons)	Learning Objectives/Outcomes
Clay Monsters	8 weeks	• Develop contextual references when looking at the artist James De Rosso • Develop skills when designing a personal monster in the style of James De Rosso • Develop colour pencil skills and techniques when designing • Explore Clay as a material to create 3D artwork • Use painting techniques to enhance a final outcome
Graffiti Printing project	8 weeks	• Develop an understanding of the work and visual style of graffiti artist Add Fuel. • Create initial designs and sketches exploring patterns, shapes and motifs inspired by Add Fuel. • Refine initial ideas to develop a successful final printing block design, focusing on repetition, symmetry and pattern. • Develop an understanding of how to use paint effectively to create a smooth, blended background. • Transfer and develop the final design onto a polyboard printing block. • Develop an understanding of polyprinting techniques and how to create a successful repeating print.

