

What are the aims and intentions of this curriculum?

The aim of our Key Stage 3 Curriculum is to develop the students' knowledge of Art through skills development and exploration. They will also be given the opportunity to develop their hand dexterity and eye-hand coordination.

Term	Topics	Knowledge and key terms	Skills developed	Assessment
Autumn 1	Introduction to Art & Design: Zentangle & Colour Theory	Initial mark making using pencils and pens and basic colour theory. Familiarity with art materials and equipment and correct use and treatment of. Health and safety in the Art department.	Use of materials and equipment, Referencing art works and using art language. Basic mark making and expression of ideas. Use of questioning –using command words and different levels of difficulty.	Personal interpretation of creative task using skills learnt.
Autumn 2	Contextual references and still life.	Students will be made familiar with well known contemporary art and artists. Students will be taught to analyse art and learn to draw what they 'see' using simple objects and make references to art styles and techniques.	Awareness of the formal elements of design. Use of line and tone. Knowledge of proportions, perspective and basic design. Use of broader materials: pencil, felt pen, coloured pencils.	Still life drawing.
Spring 1	Pattern exploration and development.	Students will be taught the use of planning and use of geometry and three dimensions. They will become familiar with uses of pattern and its place within personal designs.	Use of accurate mark making using permanent materials and ability to render patterns and shapes creatively.	Develop own designs and create final pieces.
Spring 2	Manga elements and colour Application.	Students will see and understand different styles of rendering the human form and colour via popular forms using popular forms. Learn correct use proportions, perspectives and colour.	Develop confidence creating representations of the human form thru popular art forms and still life. Learn definitions of realism, surrealism and expressionism. Use of watercolour paints.	Create a series of characters based on popular art forms.
Summer 1	Manga v Reality	Students will learn how to understand and utilize correct proportions of the human figure and use emotive referencing.	Planning outcomes using design principles and evaluating own work using art language and terms.	Create a series of character studies based on fiction and still life.
Summer 2	Colour Application and Design.	Utilising colour theory through blending colours and suitable use of colour groups and justifying use.	Accurate and creative use of colour materials including paints, pencils, dyes and collage techniques.	Individual personal project using own design, techniques and materials.