

Art KS3 Intent - Long Term Plan/Overview

The aim of the KS3 Art curriculum at Queensbridge is to **engage pupils** with the visual arts through the development of core skills, techniques and processes and a strong understanding of the formal elements in Art & Design. These skills are woven through themes that are built on a foundation of artist/contextual inspiration, empowering students with the confidence to take risks and express their creativity in order to create original outcomes in response to each theme.

By the end of KS3, pupils should have a broad knowledge of the fundamentals of Art and Design:

Produced creative work, exploring their ideas and recording their experiences, whilst understanding how they can learn from the work of others.

Students to have the experience of a wide range of media including drawing, painting, ceramics, mixed media, photography and digital media and to gain increasing proficiency in these as they move up the key stage.

Understood how to evaluate and analyse creative works, using the formal elements language of Art, Craft and Design and to be able to use this language when analysing and evaluating their own work.

A knowledge of Contemporary and Historical artists, craft makers and designers and understand the historical and cultural development of their art forms.

The KS3 curriculum has been designed to engage, excite and inspire all pupils in the visual world around us. The Key Stages should also prepare students for GCSE Fine Art by developing the necessary Art & Design skills and Contextual understanding needed for pupils to develop their own work. Assessment at KS3 familiarises students with the framework for assessment at KS4: Developing ideas, refining ideas, recording ideas & presenting ideas. Students will build the skills that allow for confident and independent decision making to develop their ideas through to the end of a project which should end in a Final outcome/outcomes.



Year 7: Year Overview

Methodology: Pupils will be introduced to the formal elements of art and design through two themes: **'Still Life – What is the purpose of art? & the theme: 'Architecture – How can we find out about our past through architecture?'**. The 'Still Life' project will focus on learning the foundation skills in drawing and painting and the 'Architecture' project will focus on 3D work, printmaking and mixed media work. Pupils will have the opportunity to learn the basics of photography and simple editing techniques in both projects.

Pupils will learn how to research the work of artists, architects and designers to help inform their ideas for each project. This will be done through looking at a relevant historical timeline.

Still Life Project: Pupils will learn how to draw in different materials and understand basic Colour Theory through learning how to paint in watercolour.

Architecture: Pupils will learn the basic elements of proportion and perspective in drawing, develop printmaking skills to help their understanding of composition and basic hand-building clay and glazing techniques.

Still Life Artist links: **New artists here** Lisa Milroy, Cezanne, Architecture Artist links: Ian Murphy, Jamil Hussain, Zaha Hadid, Frank Gehry

Year 8 Overview

Methodology: Pupils will explore the theme of portraiture through the theme of **'Representation in Art.'** They will be introduced to a wide range of portraiture from different time periods and cultures to inform their own work. Pupils will develop their understanding of the formal elements through learning how to draw the proportions of the face. Pupils will be introduced to the use of composition and how different artists use it to create narrative and a visually pleasing outcome.

Pupils will develop their analytical and research skills by looking at a wide range of contextual sources to inform their ideas for their own self portrait.

Skills:

Pupils will develop their foundation drawing skills learnt in Year 7 showing: accurate shapes, form, fine detail, tonal range and texture through mark making.

Pupils will develop their digital editing skills by creating a self portrait composition that represents them and their culture/interests etc

Painting skills: build upon basic colour theory and painting techniques.

Year 9 Overview

Methodology: the theme of **'Science, Nature and Art – looking beyond what we can see'** (specifically looking at artists whose work responds to this theme) Pupils will be introduced to the interconnection between art and science and how different artists' over time have been influenced by the natural world around them. Pupils will develop their understanding of the formal elements by developing their drawing, painting and 3D making skills.

Pupils will further develop their analytical and research skills by focusing on a particular artist to inform their creative ideas.

Skills:

Drawing skills: accurate shape, form, detail, texture through mark making.

Coloured Pencil: Layering, colour mixing

Ceramics: Build upon skills learnt in year 7 using more complex building techniques

Painting: Develop knowledge of colour theory and painting using mixed media techniques.

Artist Links: Ernst Haeckel, Abid Javed, Maria Sibylla Merian,