



Art KS3 Intent - Long Term Plan/Overview

The aim of the KS3 Art curriculum at Queensbridge is to **engage pupils** with the visual arts technical and creative skills through themes that provide opportunities for pupils to develop their ideas through research, record their ideas in different ways, refine work using different materials and techniques and to present their work through a final piece or series of pieces.

By the end of KS3, pupils should have ...

Produced creative work, exploring their ideas and recording their experiences

Become proficient in Drawing, Painting, Sculpture and other Art and Design Techniques

Understood how to evaluate and analyse creative works, using the language of Art, Craft and Design

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 specifically prepare students for GCSE Fine Art by developing the necessary Art & Design skills and Contextual understanding needed for pupils to develop their own work. 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.



Year 7: Year Overview

Methodology: Pupils will explore the formal elements and basics of drawing and painting through the theme of 'Still Life' & 'Architecture'. Pupils will look at a range of artists to inspire their own work. Pupils will learn how to draw in different materials, develop printmaking skills to help develop understanding of composition, 3D work by understanding basic clay and cardboard techniques and understand basic Colour Theory through learning how to paint in watercolour/acrylic. Pupils will also experiment with collage techniques.

KS4 Skills:

Understanding of visual language and applying the formal elements.
Technical and creative skills – Drawing, Printing, 3D & Painting
Developing their own ideas
Recording their ideas in different ways using different media
Analysing Artists' work visually and developing own ideas through this understanding
Content:
Artist links: Lisa Milroy, Cezanne, Jamil Hussain, Zaha Hadid, Frank Gehry, Sarah Morris.
Research. Drawing. printing. 3D & painting

Year 8: Year Overview

Methodology: Pupils will explore the technical skills needed for Portraiture and Human Proportions through the theme of 'Future Humans'. Pupils will learn about the proportions of the face and parts of the body and will build upon what they have learnt about drawing using the formal elements. Pupils will also be introduced to the use of composition and how it is used to help create narrative and a visually pleasing outcome.

KS4 Skills:

Understanding of visual language and applying the formal elements
Technical and creative skills – Drawing using mixed materials & Collage.
Drafting and designing ideas towards a final outcome
Analysing Artists' work visually and developing own ideas through this understanding
Content:
HR Giger Research
Drawing using mathematical proportions to plot out the faces
Experimental drawing techniques to show futuristic modifications

Year 9: Year Overview

Methodology: Pupils will explore the skills and techniques of drawing & painting to show form and texture & understanding of creating a composition through the theme of 'Microscopic' (specifically looking at artists whose work responds to this theme)

KS4 Skills:

Understanding of visual language and applying the formal elements
Technical and creative skills – Drawing, Painting using mixed materials and Ceramics
Developing composition ideas in Photoshop
Analysing Artists' work visually and developing own ideas through this understanding
Colour Theory, Drawing & Painting skills

Content:

Microscopic – Science.
Artist References: Ernst Haeckel, Clint Fulkerson, Lea Anderson, Alan Bur Johnson, Helen Wells & Michelle Banks.
Research
Composition techniques
Final Piece inspired by one of the artists leading to a Ceramic or Mixed Media piece.