YEAR 7 CURRICULUM MAP Art & Design



			1170	HT4: Monsters, Robots & Aliens (cont)	Assessment Point: Summative or AFL	HT5: Proportion, figures & Futurism <u>Overarching unit</u> <u>intent:</u> Principles of figure drawing, including	HT6: Journeys Overarching unit intent: To explore the concepts of composition and imaginative design whilst creatively exploring the idea of	EOY Assessment Point HT1 – HT6 Key Disciplinary Knowledge Key Concepts Key stage 3 National Curriculum Aims • Produce Creative work, exploring
			HT3: Monsters, Robots & Aliens	Overarching unit intent: The continuation of	 H13 and H14 (with elements of HT1 and HT2) Recording and investigation 	proportion, shape, form, scale, tone. To explore different genres and books.	journeys and exploration through visual stimuli.	ideas & record their experiences in a Sketchbook
	HT2: Birds (3D construction)	Assessment Point: Summative or AFL	Overarching unit intent: Students will develop	sketchbook development as students explore techniques and processes related to the project theme.	 Visual elements and media Reflection and understanding 	KNOWLEDGE: Links to artists historical and contemporary – L.S. Lowry, Giacometti and	KNOWLEDGE: Links to artists such as Hokusai and John Fellows as we	 Become proficient in drawing, painting, sculpture &
HT1: Birds Overarching unit intent: A baseline assessment drawing aims to assess students' ability on arrival to St. James' and allows us to plan and support each student. Further development of drawing, painting, collage and illustration on the theme of birds will teach students how to handle materials with skill and control whilst exploring their creative ideas.	Overarching unit intent: Students will be taught how to construct a 3D model of a bird based on their investigations and visual enquiries during the first half term. Students will use Chromebooks to design their birds digitally. KNOWLEDGE: Knowledge of 3D artists and their artistic practice. Students will enrich their knowledge of 3D making and digital design.	Assessment Programme • Recording and investigation • Visual elements and media • Reflection and understanding • Social and emotional aspects of learning • Class work • Independe nt learning • Critical analysis	creative and imaginative responses to the theme whilst refining skills. Their sketchbooks will evidence drawing, painting, collage, research techniques which build on prior learning experiences. KNOWLEDGE: Imaginative responses to theme and stimulus. Contextual analysis of artists and varied practice. Critical analysis and evaluations of artists' work, their own work and that of their peers.	KNOWLEDGE: The formal elements of Art, craft & design: Line Tone Colour Texture Form SKILLS: Painting, surface pattern, printmaking and other materials. Interleaving skills- Proportion, colour, tone	 Social and emotional aspects of learning Class work Independent learning Critical analysis and evaluations Formative assessment of pupil progress each lesson-; these will be a mixture of teacher assessments, peer assessments and self- assessments. Summative assessment at the end of the unit. 	Sir Antony Gormley. Knowledge of how we can accurately and creatively record the human form and how artists have explored this theme for centuries. SKILLS: Developing/gaining confidence with drawing techniques, observation, mark making and use of colour.	investigate and develop work in response to the notion of <i>journeys</i> . SKILLS: Developing/gaining confidence with drawing, painting, composition and applying artistic influences when developing personal responses.	 Scupture & other techniques Evaluate and critically analyse creative works using Art, craft & design language Know about great artists craftspeople and designers & understand the historical and cultural development of their art forms Include periods & styles of movements from ancient

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With God all things are possible Matthew 19:26



 KNOWLEDGE: Knowledge of artists' work, essential art-based skills and the use of the formal visual elements of art, craft & design will be taught. Colour theory and exploring the colour wheel will be some of the foundation skills that students will be taught. Students will be encouraged to explore the potential of a range of media and refine their skills through critical enquiry. SKILLS: Drawing, painting, artist investigation, oil pastel transfer & mark making. 	SKILLS: Digital design, 3D modelling techniques, decoupage & surface pattern design.	and evaluations Formative assessment of pupil progress each lesson-; these will be a mixture of teacher assessments, peer assessments and self-assessments. Summative assessment at the end of the unit.	SKILLS: Developing drawing, painting and collage skills. Through using a variety of materials, students will learn to confidently develop compositions through drawing, painting, collage and other media			times to present day.

Careers in Art & Design

Artist, Illustrator, Set Designer, Graphic Designer, Art Historian, Sculptor, Animator, Games Designer, Fashion & Textile Designer, Art Teacher, Photographer, Curator, Art Director, Art Therapist, Jewellery Designer, Interior Designer, web Designer, Concept Artist, Ceramicist, Tattoo Artist (and more!)

Catholic Social Teaching in Art & Design

Art brings thoughtful contemplation, an appreciation of the skills of others, a sense of awe about the world around us and a desire to help protect and share the beauty we see in all of God's creation. Dignity, solidarity, the common good, the option for the poor, peace, creation and environment and the dignity of work and participation are all promoted within Art lessons at St James' and are underpinned by the school's core values: *Family, Faith* and *Excellence*.