

# Year 10 Art Overview

Unit	Learning Objectives/Outcomes
Texture	<ul style="list-style-type: none"><li>• Investigate the work of The Boyle Family and Ill Lee developing skills when analysing art work</li><li>• Further develop understanding of the formal elements (Line, Texture, Form, Shape, Tone, Colour)</li><li>• Further develop understanding of core drawing concepts such as tonal shading, composition and mark-making using pen</li><li>• Develop ideas when recording tactile surfaces using clay</li><li>• Explore a range of techniques when using mixed media – cardboard, glue, tissue and sand</li><li>• Further develop colour theory using watercolour techniques</li></ul>
Sweets	<ul style="list-style-type: none"><li>• Investigate the work of British painter Sarah Graham, and develop skills when analysing art works.</li><li>• Develop skills when using SLR cameras to record a variety of sweets</li><li>• Explore Photoshop skills and techniques manipulating work to enhance colour</li><li>• Develop skills when using colour pencil techniques to create a realistic image</li><li>• Further develop and explore skills when enlarging photographs for a final outcome</li></ul>
Bones	<ul style="list-style-type: none"><li>• Investigate the work of Henry Moore, Georgia O' Keefe and Leonardo Di Vinci developing skills when analysing art works.</li><li>• Develop observational drawing techniques looking at human and animal bones</li><li>• Experiment creating abstract graphite drawings inspired by Henry Moore</li><li>• Explore and develop a range of painting techniques using, coffee, emulsion, ink and caulk</li><li>• Create a large final expressive outcome inspired by an initial starting point</li><li>• Additional afterschool workshops available- Printmaking and photography</li></ul>