

Year 9 Art Overview

Unit	Duration (lessons)	Learning Objectives/Outcomes
Core Skills Graphite Drawings Oil Pastel Printing	16	<ul style="list-style-type: none"> • Further develop understanding of the formal elements (Line, Texture, Form, Shape, Tone, Colour) • Further develop understanding of core drawing concepts such as tonal shading and proportion • Experiment with mark- making techniques to create texture and detail • Explore a range of techniques when using new mediums
Self Portraits	32	<ul style="list-style-type: none"> • Investigate the work of painter Francis Bacon, Van Gogh and Francoise Nielly develop skills when analysing art works • Develop skills when using SLR cameras to record portraits in various compositions • Explore Photoshop skills and techniques manipulating work in the style of the artists • Develop numeracy skills when using a scaling method to enlarge portraits form A4 to A1 • Develop an understanding of colour theory concepts including hot and cold colour schemes • Further develop and explore skills when using oil pastel techniques
Architecture	30	<ul style="list-style-type: none"> • Develop an understanding of various styles of architecture from different cultures and historical art movements • Experiment creating John Piper and Neil MacDonell Artist design and contextual sheets using a variety of media • Develop direct observational drawings of sections of Architectural structures from different periods • Create pen and ink studies focused on textural qualities of building surfaces • Explore textured material and surfaces • Transfer design skills and textural surfaces into clay test tiles • Develop and design a wall hanging exploring different sections of buildings and their surface quality • Experiment with clay techniques, relief, slip, incise and slabbing • Learn to apply colour to fired clay wall hangings and test tiles