

Art

“Art is not what you see but what you make others see” - Edgar Degas

In art we create a working atmosphere where students love to learn, are confident to take risks and have the skills to adapt and develop independently or as a team. As staff we aim to nurture students’ passion for the subject through exciting and creative lessons. We embrace and celebrate the uniqueness and individuality of all our students.

Autumn	Spring	Summer
Core Skills	Portraits	Architecture

Homework will be set weekly on the following format

- Drawing techniques
- Extended class work
- Colour pencil skills
- Art / cultural theory
- Written analysis of own and others work
- Research PowerPoint
- Photography
- Responding to feedback

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