

Subject – Art

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Year 8	'Colour in our world' Hundertwasser Artist research Literacy Observed drawings - eyes, shoes, bags	Design Colour theory (Numeracy)	Painting Experimental techniques	Mexican art 'Day of the Dead' Artist research Skull design (3D in Art Club)	'Day of the Dead ' Design development Painting	Scan onto computer Experimental work Evaluations
Year 9	Identity Jill Greenberg Artist research (Literacy) Collage – manmade/natural forms	Proportions of the face (Numeracy)	Collage and Painting/drawing outcomes scan into computer layer images (DC)	'Steam Punk' art Vladimir Gvozdev Drawing animals Draw mechanical forms	'Steam Punk' Animals/mechanical elements	GCSE's start.
Year 10	Formal elements Still life Basic drawing Form/perspective	Still life Tone/line/texture Artist research Still life	Still Life Personal objects Drawings Composition	Outcomes Large A3 still life drawing Evaluations	Collage/photomontage/photography Matisse research Personal choice of artists linked to Photomontage John Stezaker (Photographer) Personal outcomes	
Year 11	Pupil choose their own personal project this can be linked to the following specialist areas – <ul style="list-style-type: none"> • Painting • Drawing / graphics / printmaking • Mind map • Artist research • Observed drawings • Personal photography • Initial designs • Development of designs / experimental evaluation 		Outcomes of personal project and evaluation: <ul style="list-style-type: none"> • Issue of exam paper • Six weeks of preparation • Mind map • Artist research • Observed drawings • Personal photography • Initial designs • Development of designs /experimental work • Exam – 2 days • Final overview and presentation of portfolio 			