

Key Stage 3 Curriculum Overview

	Year 7	Year 8	Year 9
Autumn Term	Term 1.1 Colour <ul style="list-style-type: none"> - Introduction to colour - Know the difference between primary, secondary and tertiary colours - Understand how to mix colours appropriately - Develop and evaluate experiments using colour - Research and create interesting artist sketchbook pages Term 1.2 Line <ul style="list-style-type: none"> - Introduction to line - Create a range of line drawings using various techniques e.g. continuous, blind, contour, etc. - Learn how to create lines with and without intention to develop artistic thinking - Develop and evaluate experiments using line - Research and create interesting artist sketchbook pages 	Term 1.1 Balance <ul style="list-style-type: none"> - Introduction to balance - What is balance and how is it used in art? - Create a range of artworks showing an understanding of what balance in art is - Develop and evaluate experiments using balance as a theme - Recreate 'The Starry Night' by Van Gogh to replicate the balance in the painting - Research and create interesting artist sketchbook pages Term 1.2 Contrast <ul style="list-style-type: none"> - Introduction to contrast - What do we think of when we think of contrast? How does it relate to art? Why does it relate to art? - Develop and evaluate experiments using a variety of mixed medias and materials - Research and create interesting artist sketchbook pages - Create final piece inspired by chosen artist 	Term 1.1 & 1.2 Under the Sea <ul style="list-style-type: none"> - Introduction to Under the Sea project - Create interesting and eye-catching mind-map of different sea creatures - Create highly detailed pencil drawing of water animal image - Research artists Zaira Dzhaubaeva - Create artist research pages and artist copies - Develop personal responses to artists' work - Use a variety of medias to show understanding of artistic processes - Independently research artists and artistic styles - Create highly detailed drawing of secondary images - Use different materials to create final piece inspired by artists
Spring Term	Term 2.1 Tone <ul style="list-style-type: none"> - Introduction to tone - What is tone and how is it used in art? 	Term 2.1 Rhythm <ul style="list-style-type: none"> - Introduction to rhythm - Create visually interesting introduction to rhythm in sketchbook 	Term 2.1 & 2.2 Model-Making <ul style="list-style-type: none"> - Introduction to 3-D materials - Create observational drawings of various modern, brutalist and futuristic buildings from

	<ul style="list-style-type: none"> - Create a range of tonal artworks showing an understanding of what variational and gradual tone is - Develop and evaluate experiments using tone - Research and create interesting artist sketchbook pages <p>Term 2.2 Pattern</p> <ul style="list-style-type: none"> - Introduction to pattern - What is pattern? How do we use it in art? Why do we use it in art? - Research a variety of artists that use pattern in their practice - Create a variety of patterns inspired by chosen artists - Use foam board to create relief print patterns 	<ul style="list-style-type: none"> - Create artwork inspired by Keith Haring which resembles rhythm in movement, in dance etc. - How can we draw sound? - Create observational drawings of what we can hear from sound - Present all artwork in sketchbook <p>Term 2.2 Movement</p> <ul style="list-style-type: none"> - Introduction to movement - What is movement? How do we use it in art? Why do we use it in art? - Research a variety of artists that use movement in their practice - Collect a variety of household materials (e.g. cardboard, plastic bottles, rubber bands, tinfoil etc.) and create sculptures influenced by Rie Nakajima - Create final piece inspired by chosen artist 	<p>secondary images</p> <ul style="list-style-type: none"> - Research artists and architects that create highly-detailed 2D images and 3D structures of buildings - Create interesting artist research pages that develop understanding of 3D model making and construction - Create illustrations and plans for how to build a 3D model building - Collect household materials - Create final piece using a variety of mixed medias and materials
Summer Term	<p>Term 3.1 Shape & Form</p> <ul style="list-style-type: none"> - Introduction to shape and form - Create diagrams of shapes - How can we create art using shape and form? - Teambuilding exercise using cardboard and other household materials - Develop and evaluate experiments using shape (2D and 3D) - Research sculpture artists that create large scale artwork (both in galleries and in public spaces) 	<p>Term 3.1 Emphasis</p> <ul style="list-style-type: none"> - Introduction to emphasis - What is emphasis? What materials can be used to create emphasis? - Create a range of artworks showing an understanding of what emphasis in art is (look at 3D drawings/vector drawings of names) - Develop and evaluate experiments using a variety of mixed medias and materials <p>Term 3.2 Proportion</p>	<p>Term 3.1 Sweets</p> <ul style="list-style-type: none"> - Introduction to Sweets project - Create interesting and eye-catching mind-map of different 'sweet' items - Create highly detailed pencil drawing of sweets image - Research artists Sarah Graham and Jöel Penkman - Create artist research pages and artist copies - Develop personal responses to artists' work - Use a variety of medias to show understanding of artistic processes - Research independently: different sweets or products

	<ul style="list-style-type: none"> - Create a maquette of your sculpture showing form and evaluate <p>Term 3.2 Texture</p> <ul style="list-style-type: none"> - Introduction to texture - How do we use texture in art? - Use a variety of mixed medias to create different textures (e.g. scoring into wax) - Create a garment 	<ul style="list-style-type: none"> - Introduction to proportion - Create visually interesting introduction to proportion in sketchbook - How can we use proportion in art? How do artists do this? - Create figurative sketches of 3D models that can be recreated using everyday household materials - Present all artwork in sketchbook 	<ul style="list-style-type: none"> - Take primary photographs of sweets to develop final piece ideas - Create highly detailed drawing of primary images - Use different materials to create final piece inspired by artists <p>Term 3.2 GCSE Art Workshops</p> <ul style="list-style-type: none"> - 6-week carousel Art Workshops programme - Weekly presentation on following 6 arts areas: painting, sculpting, drawing, animation, photography and filmmaking and design - 4-6 professional artists working in different arts fields to give workshops/talks
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