

Curriculum Map: Art

In Art, KS3 Students will develop an understanding of formal elements, a range of media including sculpture, artists from ancient history to present day to appreciate that there are many ways to produce art, how starting points can encourage imaginative thinking and that exploration and practice will improve their proficiency in making successful art. They will develop confidence in being experimental and working accurately, learn how being creative is a useful in expressing ideas and looking at the world differently, recognise the feelings they gain from creating and how this builds concentration and resilience that can be used in other areas of life. They will be challenged to 'try it out', 'explore', 'take risks', building their confidence to not worry if it goes wrong! They will develop an awareness of creativity around them and think about what it might mean, how and why it was made.

KS2 NC	Time	7 Art we recognise, what's it about?	8 Imaginative Art, A sense of place	9 Documentary and Impactful Art	10	11	KS5	Careers
Pupils should be taught to develop their techniques, control use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, record observations review and revisit ideas, know about great artists, architects and designers in history	Autumn Term	Topic 1 - Landscapes Impressionist Paint and Collage HISTORY, IMPACT and KNOWLEDGE Impressionism (1860's) Painting. ARTISTS Monet, Van Gogh (post Impressionism), Cezanne, Degas – new artists to explore collage KNOWLEDGE, DISCIPLINARY SKILLS and APPLICATION Colour, applying paint, oil pastel, collage, hot and cool blending. Planning a landscape.	Topic 1 - Imagination Surrealist Composition Drawings HISTORY, IMPACT and KNOWLEDGE Surrealist movement (1920's) drawing ARTISTS Rene Magritte, Salvador Dali, Andre Breton Move to modern day artists Alfred Basher, Derek Myers KNOWLEDGE, DISCIPLINARY SKILLS and APPLICATION Combination of unusual objects eyes, graphite, scale, proportion, the distortion, composition, using collage to create ideas.	Topic 1 - Portraiture Expression self-portraits in pen & paint HISTORY, IMPACT and KNOWLEDGE Franz Messerschmidt character heads for expressions (1600's) Portrait facial proportions. Explore skin tone colour application. ARTISTS Franz Messerschmidt, Vince low, Luke Dixon, Jenny Saville, Lucian Freud KNOWLEDGE, DISCIPLINARY SKILLS and APPLICATION Creation of self-image, a portrait, mark making methods using pen. Skin tones with acrylic	One of the following starting points: Architecture/ Animal Portraiture/ Natural Forms Discovering methods of collecting sources of inspiration & how to present	Continuation personal project AO2 Exploring media AO3 Development of ideas for outcomes AO4 Creating a final outcome & based on chosen theme & investigation	Holy Cross College Holy Cross have shared their digital promotional materials with us. Students have been engaged in reviewing Holy Cross feel are art students are well equipped for their continuation of their art studies into A'Level Bury College, Loreto & Xavierian.	Artist Fashion Designer Graphic Designer Merchandising Buying Art Director Film Maker Animator Illustrator Mural Artist Jewellery Architect Engineer Set Designer Costumes Designer Interior Designer UX Designer Garden Designer Game Designer Photographer Stylist Curator Art Historian Craft Maker Workshop teacher Footwear Designer Automobile designer
	Spring Term	Topic 2 – Still Life Cubist Still Life Drawing HISTORY, IMPACT and KNOWLEDGE (1880's) cubism: broken and reassembled, multiple viewpoints, ARTISTS Picasso & Braque – Klee & Robert Delaunay – later movements with simplified geometric forms SKILLS KNOWLEDGE and APPLICATION Viewpoints, arranging, still life compositions, tonal values to create form, shape	Topic 2 – Ancient Culture Indigenous 3D Card Relief Sculpture HISTORY, IMPACT and KNOWLEDGE Native American (indigenous/ancient) Focus on Totem Pole history (1700's) meanings, (kinship), colours, size, materials, creators (nations), animals, carving styles, ceremony ARTISTS Eduardo Paolozzi to inspire personal totem pole relief sculpture. SKILLS KNOWLEDGE and APPLICATION Relief Sculpture, manipulating card, illustrating designs that have meaning,	Project 2 – World Issue Blue Planet creature's – encyclopaedia watercolour paintings FACTUAL, IMPACT and KNOWLEDGE Communicate global concern of climate change and impact on sea creatures. ARTISTS Daniel Jean-Baptiste, Alicia Hayden, Lucy Clayton, Michelle Parsons SKILLS KNOWLEDGE and APPLICATION Create a composition by combining animals with waste objects. Water colour techniques & control, colour choice	A personal project teacher guidance & direction across AO1, AO2, AO3 & AO4 Research, media exploration & designing & making a final outcome. This supports student's development of independence in their creative journey	Externally assessed - NEA Design briefs submitted by the exam board for student personal selection. work is carried out across AO1, AO2, AO3. The final outcome AO4 is completed under 10hrs of controlled examination conditions.		
	Summer Term	Topic 3 – Branding Pop Art 3D Painted Sculpture HISTORY, IMPACT and KNOWLEDGE Pop Art movement (1950's) ARTISTS Roy Lichtenstein, Andy Warhol, Yayoi Kasama, Claes Oldenburg, Peter Blake, Romero Britto, Keith Haring, David Hockney, modern day Sarah Graham, Julian Opie, Ron Magnes SKILLS KNOWLEDGE and APPLICATION 3D food packaging making, text, illustration, graphical painting	Topic 3 - Architecture Gothic Architecture Paint card pop up HISTORY, IMPACT and KNOWLEDGE Neo-Gothic Architecture (12 th Century), buildings in Manchester ARTISTS and ARCHITECTS Barbara Gilhooly, Robert Dunlavy illustrations, Alfred Waterhouse, Norman Foster SKILLS KNOWLEDGE and APPLICATION City scape, illustrating style, recording from observation	Topic 3 – Abstract thinking OP Art mixed media OP Art mixed media HISTORY, IMPACT and KNOWLEDGE Abstract geometric Op art, mostly black and white, mathematical shapes ARTISTS Victor Vasarely, Martin Gardner (Maths), Bridget Riley, Darren John SKILLS KNOWLEDGE and APPLICATION Explore tessellation, positive and negative space approaches.	AO1 Research			