



Art and Design Curriculum Overview 2021 - 2022

	Year 7	Year 8	Year 9	Year 10	Year 11
Half Term 1	Ways of seeing - Still Life Learning how to observe and draw subject matter through still life, influenced by the artist Jim Dine.	Colour Theory Knowledge and understanding of colour mixing and colour systems through painting	Proportions of the figure Studying the human figure and explore the work of historical and contemporary artists and poses from diverse sources.	Intro to GCSE Art Teacher led workshops linked to natural forms studying from first and second-hand sources.	Independent Project Graphic Design or 3D design Student's begin observational and contextual studies linked to their chosen theme.
Half Term 2	Understanding Tone Students continue with the theme of 'still life' by exploring tone using pencil.	Landscapes Exploring Sheffield's landscapes influenced by the style of David Hockney	Proportions of the figure Students continue to observe the human figure, exploring different drawing techniques.	Contextual Studies Students explore the Bauhaus movement and the works of Barbara Hepworth, to create a series of design ideas, leading to a 3D sculpture.	Developing and Refining ideas Students experiment with a range of media and ideas influenced by contextual studies
Half Term 3	How to create a final piece Students develop their knowledge and skills applying tone, working with oil pastels, before creating an A3 oil pastel key drawing.	Landscapes Exploring Sheffield's landscapes influenced by the style of David Hockney resulting in a final piece.	2D to 3D Developing 2D images into 3D forms to create wire figures inspired by Alberto Giacometti.	Skills in Art Students create a series of skull observations and explore a range of diverse artists linked to this subject, leading to a print making final piece.	Students continue experiment with a range of media and ideas influenced by contextual studies
Half Term 4	The history of fish in Art Students begin this theme by are taught drawing techniques to help them to observe the basic shape of fish, followed by some basic colour theory.	Insects – Real to Surreal Students develop their observational skills through knowledge and drawings of a range of insects, starting with the anatomy of a dragonfly.	Portrait Drawings Methods and techniques with a focus on the Andrew Loomis Method.	Juxtaposing Natural Forms Student's research and record ideas from a range of themes, to personalise their work combining natural forms with another theme.	Students create a series of design ideas leading to the creation of a final piece linked to their theme.
Half Term 5	Cultural understanding Students develop their contextual knowledge through the work of other artists who explore the theme of fish.	What is surrealism Students explore the work of surrealists such as Miro and Dali, to develop their knowledge and understanding of surrealism.	Identity Portraiture represented through the work of artists from diverse backgrounds, explored using mixed media.	Experimenting with Media Students experiment with different media, influenced by a range of artists.	Students revisit prior work to make improvements before organising their portfolio of work for final submission.
Half Term 6	Cultural understanding Students continue to explore the styles and techniques of other artists.	Let's Get Surreal Students create ideas for a surreal insect, based on their knowledge of surrealism and create a final piece.	Identity Portraiture represented through the work of artists from different cultures, explored using mixed media.	Realising Intentions Student's design, refine and create a final outcome.	