

Art Year 7 Curriculum:

There are five key processes of Art and Design at Key Stage Three: Create; Develop; Understand and Evaluate; Analyse; and Explore

Project 1 – Line and Tone

- Understand how to create tone and what it is used for
- Create a range of Tints/Tones/Shades
- Investigate the work of Van Gogh
- Record using geometric shapes and tonal skills
- Develop individual idea
- Present a piece of work that shows experimentation with line, photography and Landscape.

Project 2 – Colour

- Techniques - Colour pencil, Paint, Chalk pastel and collage.
- Investigate the work of artists who use Colour within their work, Hundertwasser and Henri Rousseau.
- Understand colour theory.
- Present a final piece based on the artists we have explored and a landscape.

Project 3 – Shape and Form – Amazing spaces

- Investigate an artist of interest.
- Record ideas and findings.
- Develop original ideas and designs, ready to create your amazing space.
- Create a final response in a shoebox and bring ideas to reality.

Key Objectives

Although the key objectives remain the same for each project, the topic and artists change, therefore so do the personal responses from the student

The student can:

- use a variety of approaches to explore and experiment with ideas
- investigate and develop a range of practical skills
- control the medium, keeping it consistent and even
- compare and comment on more than one idea and the way they have completed a task
- comment on the approaches used by an artist, designer, photographer, craftsperson or movement .
- discuss the work of other artists and relate it to their own work.
- show development of an idea through a series of modified drawings

Key Performance Standards for Year 7 Art

Each statement is linked to one or more of the main skill areas for KS3 Art as listed above

1. Produce imaginative images, artefacts and other outcomes that are both original and of value.
2. Explore and experiment with ideas, materials, tools and techniques.
3. Investigate, analyse, design, make, reflect and evaluate efficiently
4. Make informed choices about media, techniques and processes.
5. Engage with a range of images from different contexts, recognising the varied characteristics of different cultures and using them to inform their creating and making.

7. Understand the role of the artist, craftsperson and designer in a range of cultures, times and contexts.
8. Take risks and learn from mistakes
9. Explore visual, tactile and other sensory qualities of their and others' work.
10. Analyse and reflect on work from diverse contexts.
11. Develop their own views and express reasoned judgments.
12. Engage with ideas, images and artefacts and identify how values and meanings are conveyed.