

Year Group	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	<p>In Year 7, pupils will be introduced and exposed to a broad range of art types and skills. During Year 7 pupils will experience colour theory, art in nature and the world around us, lettering, and Portraiture. Pupils will also attempt to create naturalistic sculptures and have a basic understanding of how stencils and repeated patterns can help us create effective designs. Throughout Year 7, pupils will be asked to consider colour carefully and build on their ability to mix colours and demonstrate their knowledge of colour theory.</p> <p>*5 Artist research pages will be produced to start preparing pupils for KS4.</p> <ul style="list-style-type: none"> • Christopher Marley • Roy Lichtenstein • Pablo Picasso • Andy Goldsworthy • William Morris 	<p>Exploring Colour</p> <p>Pupils will be introduced to the colour wheel. They will learn about primary, secondary and tertiary colours and develop a basic understanding of how to mix colour. Pupils will then apply their understanding of colour to warm and cool pictures.</p>	<p>*Insects (Christopher Marley)</p> <p>Pupils will explore the work of ‘Insect artist’ Christopher Marley. They will learn to appreciate the natural beauty of nature and understand that artwork does not have to be a drawing or a painting. Pupils will create a collage as well as making dragon flies to arrange in the style of Christopher Marley. Pupils will use mixed media during this topic.</p>	<p>*‘Onomatopoeia’ (Roy Lichtenstein)</p> <p>Pupils will explore illustrated works and how ‘Onomatopoeia’ is often used for literary effect, to phonetically imitate a sound that is described. For example: CRASH! WHACK! BOOM!</p> <p>Pupils will use Onomatopoeia to add emotion to their words and will explore the work of Pop Art, Roy Lichtenstein and how this was used in his comics to make them more fun, expressive, and vivid.</p>	<p>*Celebrity Heroes (Pablo Picasso)</p> <p>Pupils will develop their knowledge and understanding of Portraiture. Pupils will learn about both traditional and contemporary approaches to studying the face and will also be exposed to a range of artist approaches. Pupils will create portraits of famous celebrities and explore the work of Pablo Picasso</p>	<p>*Natural Forms (Andy Goldsworthy)</p> <p>Pupils will explore natural forms which may include leaves, plants, seashells, flowers, pinecones, and branches. They will practice using different drawing techniques to create an impression of depth in their drawing. Pupils will also arrange a nature composition showing a clear link to Goldsworthy’s use of shape, material, and layout.</p>	<p>*Botanical Patterns (William Morris)</p> <p>Pupils will learn how to use different mark making techniques to create patterns. They will expand their knowledge of colour theory, using complementary and analogous colours within their designs. Pupils will learn about the Scrafitto technique and be introduced to simple stencils.</p>

High Point Academy Curriculum Overview – Art and Design Developer / Connector

Year 8	<p>In Year 8, pupils will start to broaden their appreciation of different cultures by experiencing art styles from around the world. Pupils will appreciate that art is not only for decoration, but it is also used to communicate and express spiritual meaning. Pupils will continue to build on their art experiences from Year 7 by developing key fundamental art skills such as shape, texture, space, form, and value. Pupils will learn the importance of composition. They will learn the basic principles of landscape drawing and understand foreground, middle ground and background. Pupils will revisit landscapes during Spring 2, bringing together all of their skills and understanding to create Water and Mountain scapes. Pupils will also start to consider the importance of illustrating to text, that art can convey more than just a beautiful pattern or a pretty picture. This will then start to prepare them for Year 9, where pupils will initially look at how text was used for wartime propaganda posters.</p> <p>4 Artist research pages will be produced to start preparing pupils for KS4.</p>	<p>Aboriginal Dreamtime</p> <p>Pupils will learn about the indigenous people of Australia and their spiritual connection to the land. They will explore important aspects of Aboriginal culture, including the teachings of ‘Dreamtime’ a storytelling which explains their belief about the existence of the world. Pupils will create patterns and symbols in the style of Aboriginal art and make and decorate a didgeridoo.</p>	<p>*Landscapes (Vincent van Gogh)</p> <p>Pupils will explore the Impressionist Movement. They will discover ways to create light, movement, and energy in their own work by observing how other artists have achieved. Pupils will learn how to create a landscape composition using foreground, middle ground and background and how objects appear at a distance through use of scaling down at object.</p>	<p>Formal Elements of Art</p> <p>Pupils will gain an understanding of the 6 basic elements of art: line, shape, texture, space, form, and value. Pupils will undergo freehand drawing tutorials which will improve their skills in creating shape, as well as better precision and pencil control. Pupils will create a final composition which will depict fruit/vegetables.</p>	<p>*Water and Mountain Scapes (Bob Ross)</p> <p>Pupils will learn how to create a variety of shades related to the theme of water. Pupils will learn how to layer shapes and shades of the same colour to create depth in a piece of art. They will take inspiration from exploring landscape artists and will demonstrate the understanding by creating a research page.</p>	<p>*Illustration (David Tazzyman)</p> <p>Pupils will come to understand that art can be displayed in different ways including within books. Pupils will be looking at illustrative works in books and with practice creating illustrative sketches which show connection to artists studied. Pupils will create an illustration from a book or movie of their interest. Ideas may include Disney characters such as Frozen, Marvel or well-known books such as The Hungry Caterpillar.</p>	<p>*Mexican Day of the Dead (Pedro Linares)</p> <p>Pupils will research and explore the work of Pedro Linares and learn about the Oaxacan art style. Pupils will attempt to develop skills and techniques to enable them to create simple patterns to replicate those of the art style being explored. Pupils will create a representation of a Mexican sugar skull in 2D format and then transfer this onto a 3D mask.</p>
--------	--	--	--	--	--	---	--

	<ul style="list-style-type: none"> • <i>Vincent van Gogh</i> • <i>Bob Ross</i> • <i>David Tazzyman</i> • <i>Pedro Linares</i> 						
Year 9	<p>In Year 9, pupils will learn about artwork that was produced for specific purposes during the war. Pupils will extend their previous experiences of illustration to see how artwork and slogans can be used to promote, inspire, and persuade people's thoughts and opinions. Pupils will then create a sculpture of a world war plane whilst carefully considering the pattern and camouflage of their pattern. Surface design will then be explored further where repeated patterns, rotation and negative spaces are considered. For their remaining 3 topics pupils will focus on 3 very different art styles and create research pages to prepare them for their Art Bronze Award in KS4.</p> <p>5 Artist research pages will be produced to start preparing pupils for KS4.</p> <ul style="list-style-type: none"> • Abram Games • Esther Mahlangu • Roy Lichtenstein 	<p>*World War Posters (Abram Games) Pupils will explore art with a purpose, they will look at how literature and advertisements were designed to either support or attack a cause. Pupils will see examples of propaganda used in poster designs, used in the recruitment of soldiers at the start of the First World War, with slogans such as the famous Lord Kitchener quote 'Your Country Needs YOU'</p>	<p>Wartime Aircraft Pupils will create a range of aircraft works, taking inspiration from World War II, when aircraft took on one of the most important roles of war and battles were fought almost entirely in the air. Pupils will create paper craft, drawing using the grid method and they will plan a design idea for a sculptural outcome.</p>	<p>*Surface Design (Esther Mahlangu) Pupils will create their own stencil for a repeat image and will look at how a pattern can be mirrored and rotated to create a pattern. Pupils will look at positive and negative space, composition and they will also gain to opportunity to use experimental techniques such as tie dye.</p>	<p>*Pop Art (Andy Warhol) Pupils will produce their own artwork inspired by the Pop Artists they have studied, incorporating key characteristics of the style whilst including objects or themes in modern day culture. Pupils will gain the opportunity to practice techniques associated with Pop Art including print making, colour application and photo manipulation.</p>	<p>*Urban Art (BANKSY) Pupils will explore street art and graffiti tag styles. They will learn how to create a graffiti tag that stands out and that is unique in style. Pupils will develop their ability to blend colours and create a design with adaptations. Pupils will now use more complex stencils and attempt to replicate the work of urban artist BANKSY.</p>	<p>*The Strange and Surreal (Ben Heines) Pupils will gain an insight into the surrealist art movement and famous artists. These artists explored the realms of fantasy and irrationality and through this exploration, created some weird and wonderful artworks. Pupils will create an image from photographs and pictures, a drawn final piece and then finally they will create an exquisite corpse, hybrid drawing.</p>

High Point Academy Curriculum Overview – Art and Design Developer / Connector

	<ul style="list-style-type: none"> BANKSY Ben Heines 						
<p><i>By the end of Year 9 pupils will have developed good knowledge about great historical and present-day artists whilst experimenting with their style and techniques. They will be able to apply colour with confidence and make clear choices regarding composition and effective use of space. Pupils will have developed key fundamental art skills that will underpin any new skills they have attempted, encouraging confidence and fluency. Pupils will be familiar with different art styles and techniques.</i></p>							
Year Group	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	<p>2023 – 2024 Pupils in Year 10 Art and Design will complete WJEC Pathways at Entry 2/3, in:</p> <ul style="list-style-type: none"> Creative, Media and Performance Arts (Art and Design and Preparing for Adulthood focus). <p>Pupils will learn and develop different Art and Design skills such as Painting and drawing, Printmaking, Graphic design, and Three-dimensional studies. Pupils will then learn how to Photograph, mount and present work in preparation for their final unit which will require them to plan, advertise and present an Art and Design exhibition.</p> <p>There will be a total of 22 credits available for this scheme of learning.</p>	<p>WJEC Entry Level</p> <p>Painting and Drawing 6308/E2 6308/E3</p> <p>Entry 2 / Entry 3</p> <p>Credit value 4</p> <p>This unit aims to enable learners to acquire the skills and / or knowledge required to explore and develop outcomes in the disciplines of painting and drawing.</p>	<p>WJEC Entry Level</p> <p>Graphic Design 6307/E2 6307/E2</p> <p>Entry 2 / Entry 3</p> <p>Credit value 4</p> <p>This unit aims to enable learners to acquire the skills and / or knowledge required to explore and develop outcomes in the discipline of graphic design.</p>	<p>WJEC Entry Level</p> <p>Print Making 6310/E2 6310/E3</p> <p>Entry 2 / Entry 3</p> <p>Credit value 4</p> <p>This unit aims to enable learners to acquire the skills and / or knowledge required to explore and develop outcomes in the discipline of printmaking.</p>	<p>WJEC Entry Level</p> <p>Three Dimensional studies 6312/E2 6312/E3</p> <p>Entry 2 / Entry 3</p> <p>Credit value 4</p> <p>This unit aims to enable learners to acquire the skills and / or knowledge required to explore and develop outcomes in the discipline of three-dimensional studies.</p>	<p>WJEC Entry Level</p> <p>Photography 6309/E2 6309/E3</p> <p>Entry 2 / Entry 3</p> <p>Credit value 4</p> <p>This unit aims to enable learners to acquire the skills and / or knowledge required to explore and develop outcomes in the discipline of photography.</p>	<p>WJEC Entry Level</p> <p>Plan, Advertise and Present an Art and Design exhibition 6314/E2 6314/E3</p> <p>Entry 2 / Entry 3</p> <p>Credit value 2</p> <p>This unit aims to enable learners to acquire the knowledge and skills required to plan and present an Art & Design exhibition.</p>

High Point Academy Curriculum Overview – Art and Design Developer / Connector

<p>Award (8 or more credits): at least 5 credits must come from units at or above the level of the qualification.</p> <p>Certificate (13 or more credits): at least 7 credits must come from units at or above the level of the qualification.</p> <p>Diploma (37 or more credits): at least 19 credits must come from units at or above the level of the qualification.</p>						
---	--	--	--	--	--	--

By the end of KS4 pupils will have developed an excellent understanding of key fundamental Art and Design skills and techniques. Pupils will understand fundamental art skills such as drawing, painting, print making, photography, and presenting work for display. Fundamental skills will be reinforced and repeated throughout KS4, and pupils will progress to using certain tools and equipment such as camera's, Sticker printer (Graphics) and tools to cut mounting board etc. Life skills and work-related learning will be an additional focus, ensuring that we are preparing our pupils for life beyond High Point Academy and able to deal with simple everyday challenges they may encounter such as washing equipment, organizing tools, hanging pictures, using a digital cameras and technology such as printers and working as a team.

Pupils will be working towards an **Entry 3 Level in Creative, Media and Performance Arts**. Both **Design and Technology** and **Art and Design** will contribute to a pupils Year 11 final credit total.

If all units are completed across the two-year cycle, then a pupil is able to achieve a Diploma in Creative Media and Performance Arts (37 Credits are available). This outcome will only be achieved if a pupil attends and engages in all of their lessons over the two years. For pupils who cannot sustain this outcome, they will still be able to achieve an Entry 3 Level in Creative, Media and Performance Arts at either Certificate or Award level.