



Art Curriculum Long Term Plan

		Term 1		Term 2		Term 3	
Year	Big Idea	Why is art important and what is creativity? Baseline project on Javier Perez	Still life- How can learning about the formal elements help us with our observational drawing skills when drawing toys?	Still life- How can learning about the formal elements help us with our observational drawing skills when drawing and painting toys? How can learning about colour theory help us when painting toys in the style of an artist?	Still life- How can learning about colour theory help us when toys in the style of an artist?	How can we use our knowledge of formal elements to help us draw a portrait?	How can learning about the history of Art help us understand about ourselves and the world we live in?
	Key Knowledge and skills	• Observational drawing focusing on line, proportion, texture and tone • Analysing the work of an artist • How to think creatively • How to work in the style of an artist	• To know what the formal elements are and how to apply them to observational drawing • Understanding of abstract art • Continuous line drawing • Tonal range	• Colour theory • Tints and shades • Watercolour painting technique • Knowledge of different artist's work and different art styles	• Know the difference between traditional, modern and contemporary Art within the context of still life • Knowledge of different art styles and different artists • Composition	• Continuous line with fine-liner and water • How to draw facial features • How to draw a self portrait in proportion using the grid method	• To look at the history of Art timeline and understand why impressionism was such an important art movement • Awareness of different art movements and styles • Analysing and working in the style of an artist



			• 2D and 3D shapes • Texture and mark-making		• Watercolour painting techniques		• Acrylic painting techniques • Apply knowledge of colour theory
	End Point	Produce an observational drawing of an object Produce a written analysis of Javier Perez Create a range of design ideas Create a final piece in the style of Javier Perez	Complete a range of activities in relation to the formal elements Produce an observational pencil drawing of a toy using pencil.	Complete colour wheel/tints and shades practice sheets	Design and create a still life painting of toys in watercolour using the style of chosen artist as inspiration.	Produce a self-portrait outline using the grid method	Create a self-portrait in the style of a modern or contemporary artist using acrylic paint
Year	Big Idea	How can learning about the formal elements and different architects help us with drawing and designing architecture?	How can learning about the formal elements and different architects help us when making creative and experimental work?	How can learning about Hundertwasser help us further understand colour, abstraction and pattern and how to use it within our work?	How can looking at Tim Burton's Illustrations and films help us learn about different careers in Art and design and the social pressures of the world we live in? How can learning about Tim Burton and his work inspire us to use different materials and techniques?	How can learning about Tim Burton and his work inspire us to use different materials and techniques? How can learning about Tim Burton and his work inspire us to create and make our own characters	How can learning about Tim Burton and his work inspire us to create our own characters



	Key Knowledge and skills	- Exploring Architecture Formal Elements (shape and tone) - Paper sculpture inspired by Zaha Hadid - Knowledge of Art and Design careers - One point perspective drawing - Shading techniques	- Exploring Architecture Formal Elements (Colour and line) 2 Point perspective drawing - Colour theory – Layering and blending with coloured pencil - Learning about artists who explore architecture in their work. - Quality of line/continuous line experimentation	- Exploring Architecture Formal Elements (Texture and Pattern) - Expressive mark-making using ink - Analysing the work Hundertwasser - Exploring pattern inspired by Hundertwasser - Knowledge of Art and Design careers	- Analysing the work of an artist. Exploring the life and work of Tim Burton - Developing observational drawing/painting skills. - Experimenting with materials: Pencil Biro Fineline and water - Focus on shading and mark-making techniques	- Developing observational drawing/painting skills. - Experimenting with materials: Coloured pencil Watercolour - Focus on blending and experimental techniques - Character development	- Character development - Knowledge of how to apply chosen materials to create a 3D effect - Clay pinch pot method
	End Point	Create a paper sculpture inspired by Zaha Hadid's architecture	Create an imaginative two-point perspective drawing in coloured pencil	A written analysis of Hundertwasser's work	Tim Burton Artist Analysis Develop a range of observational	Develop a range of observational drawings of Tim Burton's characters	Create an original character inspired by Tim Burton



		Create a fully shaded one-point Perspective drawing	Create an experimental piece using continuous line and a range of materials and techniques	Create a pattern design inspired by Hundertwasser	drawings of Tim Burton's characters	Create an original character inspired by Tim Burton	Design and make a clay pinch pot of a Tim Burton inspired head
Year	Big Idea	How can we use different cultures to inspire our artwork, whilst showing empathy and respect for the beliefs of others? How can we apply our knowledge of the formal elements when drawing and printing?	How can we use different cultures to inspire our artwork, whilst showing empathy and respect for the beliefs of others? How can we apply our knowledge of the formal elements when developing our skills in clay modelling?	What is Pop Art? How can we use Pop artists alongside modern popular culture to inspire our own work?	What is Pop Art? How can we use Pop artists alongside modern popular culture to inspire our own work?	How can we use editing tools to further refine our ideas? How can we use Pop artists alongside modern popular culture to inspire our own work?	What is Public Art? How can we use Claus Oldenburg's sculptures to inspire our own sculpture using found materials?
	Key Knowledge and skills	- Analysing Mexican culture/traditions - Awareness of pattern within culture - Observational pencil drawing	- Clay sugar skull using the pinch pot method - Clay tile	- Research, and presentation skills when creating mind-map - Knowledge of the origins/key themes/artists within the Pop Art Movement	- Researching and analysing the work of an artist - Observational drawing skills using a range of relevant materials - Working in the style of an artist-Choosing	- ICT skills- Using PhotoPea to enhance/change colours and add effects and filters - Working in the style of an artist - Colour theory	- Analysing the work of an artist- Exploring Public Art - Sculpture using found materials - Editing skills using PhotoPea



		Mono printing/collage		- ICT skills- Using PhotoPea to create a photo montage - Poly-print process	appropriate materials and techniques Colour theory	Painting skills	
	End Point	Produce an information page/analysis of Mexican Day of the Dead festival Produce an observational drawing of a skull Create a range of Mexican Day of The Dead inspired Mono prints on collaged backgrounds	Design and create a painted clay sugar skull Design and create a painted clay tile	Produce a creative Mind-map exploring the history and features of Pop Art Create a digital collage in the style of David Hamilton Create a Poly print inspired by Andy Warhol	Produce a written analysis of chosen pop artist Produce observational drawings on your theme Produce experimental pieces inspired by your chosen artist	Create a series of Edited images on PhotoPea Create a final piece inspired by chosen artist using acrylic paint and acrylic markers	Produce a written analysis of Claus Oldenburg Design and create a sculpture of a food item using recycled materials Photograph or edit sculptures in to a public setting
	Big Idea	Who am I?	Who am I?	How can we create a personal project on the theme of Mind, Body and Soul?	How can we create a personal project on the theme of Mind, Body and Soul?	How can we create a personal project on the theme of Mind, Body and Soul?	How can we create a personal project on the theme of Mind, Body and Soul?
Year	Key Knowledge and skills	Pupils will work on the theme of their identity, exploring	Pupils will work on the theme of their identity, exploring different ways of	Pupils will pick a sub theme. E.g. Life and death, Mental Health.	Pupils will focus on gathering high quality primary research and	Pupils will continue to develop their ideas in a range	Pupils will continue to develop their ideas in a range of materials and



		different ways of representing their identity. - Pupils will explore different ways of presenting their work within a book. - They will use themselves as a source for ideas - Pupils will work with a range of media, considering which are most appropriate for their individual ideas. These will include mixed media, print-making and collage	representing their identity. - Pupils will explore different ways of presenting their work within a book. - They will use themselves as a source for ideas - Pupils will work with a range of media, considering which are most appropriate for their individual ideas. These will include mixed media, print-making and collage	The first half term will focus on developing ideas from initial starting points/looking at the work of artists they wish to explore	recording ideas based on their initial starting points and artist's work.	of materials and techniques relevant to the artists they have chosen to look at.	techniques relevant to the artists they have chosen to look at.
	End Point	Mini-outcomes within the book for different aspects of their identity - Mind-Map - Hobbies and interests	Mini-outcomes within the book for different aspects of their identity - Mind-Map - Hobbies and interests - Portrait	- Mind map 2 artist analysis	- Primary research images - Secondary research images - Observational drawings	A range of Ideas developed in the style of chosen artists using a variety of materials and techniques	



		• Portrait • Special place • Song lyrics • Mental health and social pressure • Collections • Memories	• Special place • Song lyrics • Mental health and social pressure • Collections • Memories				
Year	Big Idea	Planning for and starting final piece for Mind, Body and Soul project	Working on final piece for Mind, Body and Soul project	Externally set assignment.	Externally set assignment.	Externally set assignment.	
	Key Knowledge and skills	Pupils will refine chosen ideas in the build up to their final outcome	Pupils will create a personal response to their theme using sources, research and experimentation.	Pupils will pick a theme from the choice of ESA starting point. Pupils will undertake initial research, research sources and record observations through photography and drawing.	Pupils will develop their ideas in a range of materials and techniques relevant to the artists they have chosen to look at.	Pupils will refine chosen ideas in the build up to their final outcome. They will then produce their final outcome in the 10 hour controlled assessment.	
	End Point	• Refinement of composition • Media experiments • Digital editing	• Final piece plan • Final outcome	• Mind map • 2 artist analysis • Primary research images	A range of Ideas developed in the style of chosen artists using a variety of materials and techniques	• Refinement of composition • Media experiments • Digital editing • Final piece plan	



				• Secondary research images • Observational drawings		• Final outcome	
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