

Visual Arts Department

Curriculum Overview:

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Please see the department MTP for a more in depth scheme of work.

Year	Term	Unit/s of Work	Core Knowledge & Concepts
7	1	Foundations of Art and Design	An introduction to the Visual Elements. (Basic Skills) Explore line, tone, colour, pattern, shape, texture and form using various artists. (basic drawing & common sense skills)
			Colour theory and watercolour blending (practical skills.)
	2		Outcome for the Visual Elements project - Micheal Craig Martin inspired piece.
		Portraits	Introducing portraiture (basic tonal, shading and blending skills, accuracy & measuring with a ruler).
3		Outcome for Portraiture project - Traditional tonal pencil piece and Teesha Moore fun piece	
8	1	Experimenting with the visual elements of Art and Design	Revisiting the Visual Elements - Building on key skills from yr 7 Experiment with line, tone, colour, pattern, shape, texture and form using various artists
			Experimental mark making, zettiology and water colour experimentation - looking at Abby Diamond, Kerby Rosannes, etc.
	2		Colour theory and watercolour blending looking at monochromatics with Shepard Fairy.
		Recycled Insects/Bird 3D project	Working to a design brief to develop a new or hybrid species of insect. Using only recycled materials, taking inspiration from ; Joan Danziger (chicken wire and old jewels) Soon - intricate paper cutting and shaping Or Anna Wili Highfeild birds - depends on the group/time of day.
3		Complete Insect or bird project.	
9	1	Foundation of Art and Design	Refining the Visual Elements - Building on key skills from yr 7 & 8
			Experiment with line, tone, colour, pattern, shape, texture and form using various artists Zettiology and mythical beasts - using own photography.
	1	Pollution and global goals	Touch on perspective basics for the pollution project, draw in perspective Bangkok skyline and architecture (to be developed later in the pollution project)
	2	Acrylic painting project *New this Yr	IB learner profile project brief - to produce a painting to show off the characteristics. Research the 10 IB learner Profiles, research the work of 4 very different poster artists Shepard Fairy, Alphonso Mucha, Peter Strain and Roy Lichtenstien.
			Experiment in Photoshop with Shepard Fairey style and Roy lichtensteins Draw by hand in the style of Mucha and Peter strain, come up with final designs
3		Refine and paint in groups of 4 your famous person,inspired by one of your artists using acrylic paint on the 100x100 canvas to be displayed around school along with your exhibition text and group photo .	

10	1	Foundation of Art and Design	Experimenting with all media and processes using Jim Dines tool as starting point
			Printmaking, photography and Photoshop using Jim Dine and your own photos.
	2	Natural forms	Introduction to water colour and techniques / working on grounds
			Introduction into acrylic and techniques - create final outcome
	3	Memories, dreams and collections	Introduction to past papers and questions - look at this broad based question.
11	1	Memories, dreams and collections	Continue to experiment with the style and techniques of the 7 artists we looked at.
	2	Mock exam	Dec in year 11 - pull together all ideas, techniques etc from yr 10 to produce one final outcome .8 hours (2days) - this potentially completes the coursework side of the course (50%)
		Jan Exam Q	Cambridge release exam question - have 12 weeks to prepare for it.
	3	CW/EXAM	Deadline before Songkran break all Coursework completed refined and mounted. Sit 8 hour real exam to produce final piece for set exam question All work sent to Cambridge by 30th April - course completed.
12	1	Foundation of Art and Design	Introduce IB Visual Arts course Need to familiarise with Visual Elements and Design Principles (if they haven't done art at gcse) - produce a google slide outcome (practice for all submissions)
		Journal work	Various projects independent themes, getting used to working in journals and learning techniques - do first of 3 Processes for Processes Portfolio. - Lens Based Media
	2	Comparative Study	
		Process Portfolio	See Art making table - SL do the minimum of two columns, HL minimum of 3 columns. End of term 2 deadline for first draft of CS - 1 teacher feedback.
	3	Comparative Study	End of Term 3 - deadline for completed CS,
13	1	Process Portfolio 2	Making art from the art making forms table
		Process Portfolio 3	Making art from the art making forms table *
	2	Independent work	Independent studio work focusing on their chosen theme creating art works from various art marking techniques
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	3	Exhibition	