Art and Design

ALDER
Community High School

Year 9

AUTUMN 1 + 2	Beautiful Beetles and Intriguing Insects	
	• To know how to use prior knowledge on what is an observational drawing, to produce a detailed accurate tonal study of a bee. • To know that applying shading to a drawing makes it look realistic, focusing on the pattern, tonal and textural qualities of the insect imagery being observed. • To know that artists are unique and respond to the same subject matter differently Students will gain knowledge and understanding on various materials and techniques used by a wide range of artists • To know how to select suitable insect imagery and create several pieces of work in response to two introduced artists by experimenting with different wet and dry media, techniques and use of space/composition. • To know how to select suitable imagery and manipulate new materials using new techniques and processes effectively in response to the introduced artists	**Vocabulary** Insects, observational, formal elements, line, shape, pattern, tone, texture, accuracy. Techniques, detail, tone, mark making, pattern, tone, texture. Mixed media, watercolour wash, mark making, tone, blend, hyperrealism decorative, intricate, pattern, Mendi, Zendoodle, stencil , screen print , register, squeegee

SPRNG 1	**Art Movements and Styles - design brief research and planning**	
	• To know what an Art Movement is, reflecting on prior knowledge and using new knowledge through the introduced Art Movements. • To know what a design brief is. • To know how to select an Art Movement independently, to develop research skills and gather suitable imagery to equip them, gathering resources to generate/plan their own functional design ideas.	**Vocabulary** Art Movement, design brief, in-house, freelance, client, generate, mood board, research, independent, design idea, deadlines, customise, production, mass produced.
SPRING2	**Art Movements and Styles - final development design piece**	
	• To know that designers need to be organised and good communicators to ensure they meet client needs. To know that the planning and experimenting process needs to take place before the final design idea can go into production. • To know how to plan sufficiently, experiment and communicate with the client before final designs are taken into production. • To know how to select suitable imagery, materials and techniques to use for their final design piece.	**Vocabulary** Plan, experiment, deadlines, imagery, materials, techniques, refine, production, customise, one off piece, mass produced.

SUMMER 1	**Self – Research and Planning**	
	• To know that artists use their identity/personal experiences to generate ideas and inspire them to create personal pieces of artwork. • To know that artists use their identity/personal experiences to generate ideas and inspire them to create personal pieces of artwork.	**Vocabulary** Self, identity, research, generate, inspiration, imagery, symbolism, experiment, develop, layout, composition, materials, techniques. .
SUMMER 1	**Self - developing final identity piece**	
	• To know that artists go through a journey from their initial starting point to generate ideas before creating final sustained responses/pieces of work. • To know how to select suitable imagery, materials and explore different techniques and refine initial ideas, to create a piece of artwork that illustrates a story about themselves.	**Vocabulary** Refine, develop, sustained, imagery, symbolism, illustrate, identity, self.