ASHTON COMMUNITY SCIENCE COLLEGE: ART, CRAFT & DESIGN



Year 9						
	Term 1		Term 2		Term 3	
	Week A	Week B	Week A	Week B	Week A	Week B
Knowledge	Topic: Sustained project – Identity. Portraits Frida Kharlo Mexican Day of the Dead				Topic: A moment in time	
Skills/ application of knowledge	Textiles Frida Kahlo Stencil /print Textiles Skull stencil Hand/machine sewing (more complex) Block prints	 Portraits Drawing from Direct observation Proportions Portraits painted 	Dada/Surrealism Marcel Duchamp, Hannah Hoch, Max Ernst, Kurt Schwitters, Andre Bretton, Joseph Cornell, Rene Magritte, Salvador Dali Teesha Moore Louise Bourgeois	Surrealism Portraits cont. <i>Frida Kahlo</i> <i>DESIGN element</i>	Graphics Between the wars (after WW1 studied in History) Shoes/ Trainers. Art Deco Priscilla Jones, Jennifer Collier, Fashion – <i>Vivienne</i> <i>Westwood, Coco Chanell</i> • Shoe design	3D Masks – theatre design <i>Picasso</i> – Guernica <i>DESIGN element</i>
Links to prior learning	Year 7 Multicultural Textile triangles – stitch triangle patterned shapes. Year 8 Textiles mixed media bag design	Year 7 & 8 Observational drawing skills	Year 7 Symbolism in art Year 8 Social issues in art Symbolism and messages Stikki Peaches & Jean- Michael Basquiat	Year 7, 8 & 9 Observational drawing skills Year 7 and 8 colour theory	Art Deco Links to Art deco/Egypt in Year 7 Art Deco buildings in Year 8 Architecture topic	Year 7 and year 8 use of 3D material and techniques
assessment	Textile mixed media skull: Understanding and skill of the surface decoration techniques.	Reflection Use of the formal elements	Portrait: Record ideas, observations and insights relevant to intentions as work progresses. Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.	Painting and mixed media application skills.	Graphics shoe design: Develop ideas through investigations, demonstrating critical understanding of sources. Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.	Manipulation of 3D materials. Form and shape control of medium. Refining work as it progresses.