Year 7 - 13	Week Overv	iew	ART					_									
							e.								e.	e.	
							Buffer								Buffer	Buffer	
	1	2	3	4	5	6	7	Curriculu	m cycle	8	9	10	11	12	13	14	
									Key elements of mark making/Ways to make and change marks								
SOW/JFA	Study of the 7 visual elements with link to art history chronology							Recognise mark making techniques and their names/Understand gestural and controlled mar								nark making	
SOW/ MCX										Printmaking-The function of a printing matrix and how to make them Features of a monoprint							
										Features of a polyprint Qualities of different types of printmaking. Learn about clay and its properties							
SOW/GLE										Function of a kiln./Basic clay equipment- Rolling pin, space guards, pottery tools, pottery knife. The purpose of slip and how to use it/Learn how to make a good pinch pot							
	Study of the	7 visual ele	ments with I	ink to art hist	ory chronol	ogy											
H/wk & KCs			Artist research h/wk			KO h/wk	KC							KO H/wk	VC 9 Commention		
Entry Tools			Artist research n/wk			KO II/ WK	- KC			Artist Research h/wk KO H/wk KC & Summative							
Entry Task	Based on current and previous skills and knowledge taught							Based on current and previous skills and knowledge taught									
						Buffer							Bufffer				
	1	2	2	1				7	0		10	11					
			f distance and p		5	6			clay and its prop		10	11	12				
SOW/JFA	Variety of landscapes- Landscapes, Seascapes and Cityscapes. How different artists explore landscapes/cityscapes/ seascapes							knife.	ction of a kiln./Basic clay equipment- Rolling pin, space guards, pottery tools, pottery e. purpose of slip and how to use it/Learn how to make a good pinch pot								
SOW/MCV	Landscapes- Understanding of distance and perspective. Variety of landscapes- Landscapes, Seascapes and Cityscapes. How different artists explore landscapes/cityscapes/ seascapes							Key elements	Key elements of mark making/Ways to make and change marks Recognise mark making techniques and their names/Understand gestural and controlled								
SOW/MCX								mark making									
SOW/GLE	Landscapes- Understanding of distance and perspective. Variety of landscapes- Landscapes, Seascapes and Cityscapes. How different artists explore landscapes/cityscapes/							"Printmaking-The function of a printing matrix and how to make them Features of a monoprint Features of a polyprint									
	seascapes.	artists explore	ianoscapes/city	scapes/				Features of a polyprint Qualities of different types of printmaking.									
H/wk & KCs		Artsist research							Artsist								
		H/wk			KO h/wk	KC & LIFT			research H/wk			KO H/wk	KC & LIFT				
Entry task	sk Based on current and previous skills and knowledge taught							Desert on or	Based on current and previous skills and knowledge taught								
	Based on cu	irrent and pro	evious skilis	and knowled	ge taugnt			Based on Ct	irrent and pro	evious skiiis	and knowled	age taugnt					
						Buffer								Buffer			
			a printing matr	ix and how to m	5 nake them	6		What is 3D art		9	10	11	12	13			
SOW/JFA	Features of a monoprint Features of a polyprint							Understanding of space, form, size and scale. How to make a 3D form from papier mache. How to develop a basic form with relief and further 3D									
	Qualities of different types of printmaking. Learn about clay and its properties Exercises of a kills / Paging slay equipment. Relling pin space quards potters tools potters kills.							Work. What is 3D art/sculpture? Understanding of space, form, size and scale. How to make a 3D form from									
SOW/MCX		on of a kiln./Basic clay equipment- Rolling pin, space guards, pottery tools, pottery k urpose of slip and how to use it/Learn how to make a good pinch pot						papier mache. How to develop a basic form with relief and further 3D work.									
		Key elements of mark making/Ways to make and change marks Recognise mark making techniques and their names/Understand gestural and controlled							What is 3D art/sculpture? Understanding of space, form, size and scale.How to make a 3D form from								
SOW/GLE	mark making							papier mache. How to develop a basic form with relief and further 3D work.									
H/wk & KCs	Artist							Artist									
,	research h/wk KO h/wk KC & LIFT								research h/wk		KO H/wk	KC & LIFT					
	Based on cu	irrent and pro	evious skills	and knowled	ge taught			Based on cu	irrent and pr	revious skills	and knowled	dge taught					