|  |  |  |
| --- | --- | --- |
| **Unit 1: I need space (Drawing)** | | **Key Skills:** |
| 1 | I can explore the purpose and effect of imagery | **Unit 1**   * Developing ideas more independently from their own research, exploring and recording their plans, ideas and evaluations to develop their ideas towards an outcome. * Confidently using sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently. * Using a broader range of stimulus to draw from, such as architecture, culture and photography, beginning to develop drawn ideas as part of an exploratory journey. * Applying known techniques with a range of media, selecting these independently in response to a stimulus. * Drawing in a more sustained way, revisiting a drawing over time and applying their understanding of tone, texture, line, colour and form. * Developing an artwork from a drawing or other initial stimulus. * Designing and making art for different purposes and beginning to consider how this works in creative industries e.g. in architecture, magazines, logos, digital media and interior design * Extending ideas for designs through sketchbook use and research, justifying choices made during the design process. * Researching and discussing the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work * Using their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.   **Unit 2**   * Developing ideas more independently from their own research, exploring and recording their plans, ideas and evaluations to develop their ideas towards an outcome. * Confidently using sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently. * Using a broader range of stimulus to draw from, such as architecture, culture and photography, beginning to develop drawn ideas as part of an exploratory journey. * Applying known techniques with a range of media, selecting these independently in response to a stimulus. * Applying paint with control in different ways to achieve different effects, experimenting with techniques used by other artists and applying ideas to their own artworks e.g. making choices about painting surfaces or mixing paint with other materials. * Developing an artwork from a drawing or other initial stimulus * Exploring how collage can extend original ideas. * Combining a wider range of media, e.g. photography and digital art effects. * Researching and discussing the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work * Using their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.   **Unit 3**   * Developing ideas more independently from their own research, exploring and recording their plans, ideas and evaluations to develop their ideas towards an outcome. * Confidently using sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently * Applying known techniques with a range of media, selecting these independently in response to a stimulus. * Combining a wider range of media, e.g. photography and digital art effects. * Investigating how scale, display location and interactive elements impact 3D art. * Planning a 3D artwork to communicate a concept, developing an idea in 2D into three-dimensions. * Persevering when constructions are challenging and working to problem solve more independently. * Designing and making art for different purposes and beginning to consider how this works in creative industries e.g. in architecture, magazines, logos, digital media and interior design. * Extending ideas for designs through sketchbook use and research, justifying choices made during the design process. * Researching and discussing the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. * Discussing the processes used by themselves and by other artists, and describe the particular outcome achieved. * Using their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.   **Unit 4**   * Developing ideas more independently from their own research, exploring and recording their plans, ideas and evaluations to develop their ideas towards an outcome. * Confidently using sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently. * Using a broader range of stimulus to draw from, such as architecture, culture and photography, beginning to develop drawn ideas as part of an exploratory journey. * Combining a wider range of media, e.g. photography and digital art effects. * Designing and making art for different purposes and begin to consider how this works in creative industries e.g. in architecture, magazines, logos, digital media and interior design. * Extending ideas for designs through sketchbook use and research, justifying choices made during the design process. * Researching and discussing the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. |
| 2 | I can understand and explore decision making in creative processes |
| 3 | I can develop drawn ideas through printmaking |
| 4 | I can test and develop ideas using sketchbooks |
| 5 | I can apply understanding of drawing processes to revisit and improve ideas |
| Assessment | |
| **Unit 2: Portraits (Painting and Mixed Media)** | |
| 1 | I can explore how a drawing can be developed |
| 2 | I can combine materials for effect |
| 3 | I can identify the features of self-portraits |
| 4 | I can develop ideas towards an outcome by experimenting with materials and techniques |
| 5 | I can apply knowledge and skills to create a mixed-media self-portrait |
| Assessment | |
| **Unit 3: Interactive Installation (Sculpture and 3D)** | |
| 1 | I can identify and compare features of art installations. |
| 2 | I can investigate the effect of space and scale when creating 3D art. |
| 3 | I can problem-solve when constructing 3D artworks. |
| 4 | I can plan an installation that communicates an idea. |
| 5 | I can apply their knowledge of installation art and develop ideas into a finished piece. |
| Assessment | |
| **Unit 4: Architecture (Craft and Design)** | |
| 1 | I can apply observational drawing skills to interpret forms accurately |
| 2 | I can apply composition skills to develop a drawing into print |
| 3 | I can apply an understanding of architecture to design a building |
| 4 | I can extend design ideas through research and sketchbook use. |
| 5 | I can explore and evaluate the intention of a design. |
| Assessment | |

