

Year 9

Tasks	Autumn 1	Skills	Knowledge	AO's	Homework	Milestone
<p>Stage 1 to record themselves from direct observation.</p> <p>Media: Mirrors. pencil, graphite, rubber.</p> <p>Techniques: Drawing, measuring, mark-making, shading, highlighting</p> <p>Artist reference: Picasso (self portraits)</p>	<p>Focus upon the planning and construction of the face, the measuring and positioning of the features</p>	<p>Students will develop their knowledge of:</p> <ul style="list-style-type: none"> • proportion, structure, scale • the formal elements such as line, shape, tone, form, texture. • Pencil application and techniques 	<p>AO3 Record ideas, observations and insights relevant to intentions as work progresses. (Stage 1)</p> <p>Recording ideas, observational drawings and plans, explanations Writing and drawing your ideas out – making these ideas link to your research from A01. This includes showing how your ideas have developed - visually and written. Drawing from objects in front of you and taking photographs</p>	<p>Back HW book HW 1</p>	<p>FAR marking Self Assessment Peer Assessment PP Slips</p>	
Tasks	Autumn 2	Skills	Knowledge	AO's	Homework	Milestone
<p>Stage 2 Introduction to techniques adopted by a range of relevant artists to encourage exploration of media and processes. Interpretations from secondary sources - photographs.</p> <p>Media: Pencil, pencil crayon, chalk pastel, pen, ink, papers, newspapers....</p> <p>Techniques: Drawing, painting, mark-making, collage</p> <p>Artist reference: Fred Hatt Florian Nicolle Mark Powell Ed Fairburn</p>	<p>Focus upon drawing, mark-making, collaging</p>	<p>Students will develop their knowledge of:</p> <ul style="list-style-type: none"> • the work of relevant artist • the materials, context, style, and working practice of the artist • techniques and processes used to interpret the artist's work • Subject-specific language 	<p>AO2 Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes (Stage 1 and 2)</p> <p>Using lots of different materials such as oil pastels and ink and different techniques such as painting and printing. Experimenting to see what works and what doesn't. Improving your work as it progresses.</p>	<p>HW 2 HW 3</p>	<p>FAR marking Autumn Monitoring PEC Slips</p>	

Tasks	Spring 1	Skills:	Knowledge	AO's	Homework	Milestone
<p>Stage 3</p> <p>Exploration of a range of different approaches adopted by Picasso</p> <p>Interpretations of Picasso`s diverse range of styles. Investigation of context, characteristics and features of artists work.</p> <p>Media: Pencil crayons, paint, oil pastels</p> <p>Techniques: Drawing, painting, printing,</p> <p>Artist Reference: (Cubism) masks</p> <p style="text-align: right;">Picasso African</p>	<p>Focus upon recording, drawing, painting, composing, designing, simplifying shapes</p>	<p>Students will develop their knowledge of:</p> <ul style="list-style-type: none"> • the work of relevant artist • the materials, context, style, and working practice of the artist • techniques and processes used to interpret the artist`s work • Subject– specific language 	<p>AO1 Develop ideas through investigations, demonstrating critical understanding of sources. (Stage 3)</p> <p>Research images and artists. Looking at artists, craftspeople and designers to help your work. Showing that you can analyse art how it inspires you. Show that you understand the cultural background to the art</p> <p>AO2 Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes</p> <p>Experimenting with a range of media. Using lots of different materials such as oil pastels and ink and different techniques such as painting and printing. Experimenting to see what works and what doesn't. Improving your work as it progresses.</p>	<p>HW 3 HW 4</p>	<p>FAR marking</p> <p>Self Assessment</p> <p>Peer Assessment</p> <p>PP Slips</p>	

Tasks	Spring 2	Skills:	Knowledge	AO's	Homework	Milestone
<p>Stage 4</p> <p>Development of ideas for cubist self portrait composition informed by research. Students to engage in profile drawing activity - recording one another (or themselves from photographic reference). They are to combine their self portrait and profile studies to create an cubist inspired interpretation of themselves.</p> <p>Media: Tracing paper, paint, drawing, photograph</p> <p>Techniques: Transferring, manipulating, designing, painting</p> <p>Artist Reference: Picasso (Cubism)</p>	<p>Focus upon interpreting, designing, simplifying, modifying, refining</p>	<p>Students will develop their knowledge of:</p> <ul style="list-style-type: none"> • the work of relevant artist • the materials, context, style, and working practice of the artist • techniques and processes used to interpret the artist`s work • Subject–specific language 	<p>AO1 Develop ideas through investigations, demonstrating critical understanding of sources. (Stage 3)</p> <p>Research images and artists Looking at artists, craftspeople and designers to help your work. Showing that you can analyse art how it inspires you. Show that you understand the cultural background to the art</p> <p>AO Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. (Stage 4 Final idea and final outcome, links with artists work. This is the work that you produce at the end of the project (it might not just be one piece). This should be linked to your research (A01), your experiments (A02) your drawings and your finished ideas (A03).</p>	<p>HW 5 HW 6</p>	<p>FAR marking</p> <p>Spring Monitoring</p> <p>PEC Slips</p>	

Tasks	Summer 1	Skills:	Knowledge	AO's	Homework	Milestone
<p>Stage 5</p> <p>Development of ideas for printed composition informed by research. Personal response to be realized as a:</p> <p>stencil/screen printed outcome lino printed outcome card construction</p> <p>Media: Tracing paper, printing ink/acrylic, craft knives, silk screens, squeegees, lino, rollers, card</p> <p>Techniques: Transferring, cutting, stenciling, carving, lino cutting, screen printing</p> <p>Artist Reference: Picasso (Cubism)</p>		Interpreting, designing, printing, refining	<p>Students will develop their knowledge of:</p> <ul style="list-style-type: none"> • the work of relevant artist • the materials, context, style, and working practice of the artist • printing techniques and processes • constructing techniques and processes • how artists' work can influence their own ideas 	<p>AO1</p> <p>Develop ideas through investigations, demonstrating critical understanding of sources. (Stage 3)</p> <p>Research images and artists. Looking at artists, craftspeople and designers to help your work. Showing that you can analyse art how it inspires you. Show that you understand the cultural background to the art</p> <p>AO4</p> <p>Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. (Stage 4)</p> <p>Final idea and final outcome, links with artists work. This is the work that you produce at the end of the project (it might not just be one piece). This should be linked to your research (A01), your experiments (A02) your drawings and your finished ideas (A03).</p>	Art History HW	<p>FAR marking</p> <p>Self Assessment</p> <p>Peer Assessment</p> <p>PP Slips</p>

Tasks	Summer 2	Skills	Knowledge	AO's	Homework	Milestone
<p>Stage 6</p> <p>Development of ideas for printed composition informed by research. Personal response to be realized as a:</p> <p>painting mono printed outcome</p> <p>Media: acrylic, craft knives, scissors, paint, printing inks, rollers</p> <p>Techniques: Painting, printing, colour blending, colour mixing, transferring, cutting,</p> <p>Artist Reference: Picasso (Cubism)</p>			<p>Students will develop their knowledge of:</p> <ul style="list-style-type: none"> • the work of relevant artist • he materials, context, style, and working practice of the artist • construction techniques and processes how artist's work can influence their own ideas 	<p>AO4</p> <p>Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. (Stage 4)</p> <p>Final idea and final outcome, links with artists work This is the work that you produce at the end of the project (it might not just be one piece). This should be linked to your research (A01), your experiments (A02) your drawings and your finished ideas (A03).</p>	Student Voice	<p>FAR marking</p> <p>Summer Monitoring</p> <p>PEC Slips</p>