

Art and Design

Overview of the year: This year we will look at 'Food', 'Surrealism', 'Figure and Foreshortening' and 'Perspective and the built environment' as themes for our learning. We learn about the artists Wayne Thiebaud, Leonardo Da Vinci, and Emad Zand. We develop our knowledge and application of our knowledge in drawing, painting and sculpture with the formal elements of art at the core.			Ways to consolidate and extend your learning in Art and Design: <ul style="list-style-type: none"> • Visiting galleries and museums such as the Tate Britain, Tate Modern, Saatchi Gallery and Whitechapel Gallery. • Practicing techniques and technical skills learnt in lessons. • Entering art and design related competitions. • You Tube art experiments and techniques. • Visiting websites such as Pinterest, This is Colossal and studentartguide.com. 	
Half Term	Unit title	Knowledge	Skills	Assessment
1	Food 1	Macro drawing -using a viewfinder and enlarging Colour theory Who was Wayne Thiebaud and what his painting style was like?	Drawing. Colour mixing – blending and layering Analysing and evaluating an artist's work	Work completed in your sketchbook
2	Food 2	What is impasto? How to record and observe from a primary source Techniques and process for clay sculpting	Acrylic painting – impasto. Clay sculpture Primary source drawing	Work completed in your sketchbook
3	Surrealism	What is surrealism? Who are the key players? What are the features of surrealist art?	Researching an Art movement. Photomontage Drawing (ballpoint pen)	Work completed in your sketchbook
4	Figure and Foreshortening	Proportions of the human figure. What is foreshortening?	Drawing – primary and secondary source, life drawing	Work completed in your sketchbook
5	Perspective and the built environment 1	One and two point perspective. Linear perspective - how and why?	Drawing in perspective, Drawing in situ – primary source Application of acrylic paint	Work completed in your sketchbook
6	Perspective and the built environment 2	What is architecture? How does Emad Zand design his buildings?	Designing a building – employing creativity and imagination Sculptural 2D relief techniques – paper cutting and manipulation	Work completed in your sketchbook