

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Year 7 Topics	Graffiti Art You will develop an understand of what graffiti is by looking at different styles and artists. this will lead to producing two pieces of work; a name tag and a 3D sculpture.		SHAPE TONE LINE & PATTERN You will look at the different types of tone, lines and pattern used in Art. You will study artists and develop your ability to understand a variety of techniques to assist with your drawing skills.		Lets Be Abstract You will look at abstract art learning how shape, tone and form were all used to visually represent images. You look at the work of key artists including Kandinsky.	
Assessment	Continuous throughout the unit including two final pieces; Name tag & Sculpture.		Continuous throughout the unit including an observational task and a zentangle hand design.		Continuous throughout the unit including a replica of a Kandinsky and a butterfly design.	
Year 8 Topics	Hundertwasser		African Art		Cubism	
I am learning about:	You will learn about the artist and understand the influences of the environment on his work. You will produce a piece in his style drawing on your previous skills.		You are learning about Ancient Egypt with a focus on drawing and painting. You will be shown videos and information about Egyptian Art in order to help imbed knowledge and understanding. You will research it and use scale and proportion to create an observational drawing.		You will develop your knowledge of this style of Art looking at artists such as Picasso. you will revisit the use of shape and create work in this style.	
Assessment	Continuous throughout the unit including two final pieces - a Hundertwasser picture and a print created from aspects of his work. .		Continuous throughout the unit including two final pieces; Pharaoh painting and a 3D creation.		Continuous throughout the unit including two final pieces; Collage work and relief creation.	
Year 9 Topics	Art Deco - Architecture and Fashion (20/21)			Pop Art		Game Design
I am learning about:	You begin the project looking at Art Deco as a style of architecture drawing the shapes used in this style. You will move onto look at how the architecture of Southport is in this style and create your own design for a building. You will then move onto looking at how fashion has been influenced by this style and create,			This is an expressive project exploring the work of Roy Lichtenstein and Andy Warhol causing you to question the relationship between art and the pop-culture you are surrounded by.		You will look at how characters are created for game designs using observational drawing and Photoshop to

	using paper manipulation a variety of intricate designs that could be used to create clothing.	It is also an opportunity to use digital software to create your response.	realise your final design.
Assessment	Continuous throughout the unit including two final pieces - a design of a building entrance and a bodice creation using paper manipulation.	Continuous throughout the unit including Pop Art Portrait.	Continuous assessment and final creation of gaming character.