

Curriculum Overview

Subject: Art

Year Group: 9



Students work through an extended project over the year on the theme of “Human”. Over approximately 39 hours, the students are assessed on their understanding and recording of the human face and figure from observation using skills and techniques that reinforce the formal elements of line, tone, texture and form. Next, they have opportunities to further explore a range of “human” artists and create artist studies focussing on presentation and appropriate media skills. Extending this, they then respond to the artist studies further reinforcing understanding of facial proportions and human anatomy. Human diversity is also explored and a range of 3D techniques and materials are further investigated. They extend this to review and refine ideas, evaluating processes and materials to create an independent 2D or 3D outcome. The QPG is a scaffold that has the GCSE marking criteria as its foundation. This is used to assess progress, level of skill, understanding and ability.

TERM 1	TERM 2	TERM 3
KNOWLEDGE/SKILLS <ul style="list-style-type: none"> Exploring the human face and measuring correct proportions. Drawing the face re-visiting shading and tone skills. Reinforcing pencil techniques with graded pencils, smudging, blending and erasing Exploring a wide range of Artists who have produced portraits. Completing artist studies and focussing on presentation skills Responding to artist studies, producing portraits using style, techniques and colour palettes 	KNOWLEDGE/SKILLS <ul style="list-style-type: none"> Exploring the human figure, drawing and measuring correct proportions with emphasis on shape rather than detail. Investigating the human anatomy, skulls and skeletons working from secondary source Reinforcing the use of artist studies as a reference for own work Exploring human diversity and 3D modelling materials and techniques 	KNOWLEDGE/SKILLS <ul style="list-style-type: none"> Investigating the abstraction and disproportion of the figure in Art Further reinforcement of 3D modelling materials and techniques Re-visiting the skill of planning and developing a final personal outcome Refining and reviewing ideas toward a final piece Producing a personal final outcome
KEY ASSESSMENTS Half term 1: Assessment of ability to draw the human face using correct proportions QPG AO3 Half term 2: Assessment of contextual understanding of artists and how this influences their work QPG AO4	KEY ASSESSMENTS Half term 1: Assessment of the ability to draw the human figure using correct proportions QPG AO3 Half term 2: Assessment of the use of different sources and the control of materials used. QPG AO1 AO2	KEY ASSESSMENTS Half term 1: Assessment of the use of 3D materials QPG AO2 Half term 2: Assessment of final outcome QPG AO4

Extended reading suggestions and external resources:

www.tate.org

www.nationalgallery.org.uk

https://en.wikipedia.org/wiki/Vincent_van_Gogh

https://en.wikipedia.org/wiki/Pablo_Picasso

www.davidgerstein.com

<https://www.bbc.co.uk/bitesize/subjects/z6hs34j>