

Year: 9

Subject: Art & Design



Week	Focus	Summary	Learning Outcomes	Learning skills
1	Baseline Assessment	Introduction to the project sweet treats	Generate personal ideas in response to project brief.	Creating- Fluent thinking Analysing- Critical thinking
2	Baseline Assessment	Continution of baseline assessment	To continue to explore the formal elements within Baseline Assessment.	Agile- Risk taking Hardworking- Resilience
3	Project Brief	Artist Cycle 1	Create a mind map generating ideas for sweet treats.	Linking- Connection finding Creating= Originality
4	Sarah Graham Research	Artist Cycle 1	Analyse the work of Sarah Graham.	Analysing- Critical thinking Empathetic- Collaborative
5	Colour wheel/coloured pencils	Artist Cycle 1	To develop an understanding of the science of the colour wheel through coloured pencil application.	Realising- Automaticity Linking- Connection finding
6	Sarah Graham Response	Artist Cycle 1	To develop an artist copy of Sarah Grahams work using a grid method	Creating- Flexible thinking Meta thinking- strategy planning
	1 2 3	1 Baseline Assessment 2 Baseline Assessment 3 Project Brief 4 Sarah Graham Research 5 Colour wheel/coloured pencils 6 Sarah Graham	1 Baseline Assessment Introduction to the project sweet treats 2 Baseline Assessment Continution of baseline assessment 3 Project Brief Artist Cycle 1 4 Sarah Graham Research Artist Cycle 1 5 Colour wheel/coloured pencils Artist Cycle 1	1 Baseline Assessment Introduction to the project sweet treats Generate personal ideas in response to project brief. 2 Baseline Assessment Continution of baseline assessment elements within Baseline Assessment. 3 Project Brief Artist Cycle 1 Create a mind map generating ideas for sweet treats. 4 Sarah Graham Research Artist Cycle 1 Analyse the work of Sarah Graham. 5 Colour wheel/coloured pencils To develop an understanding of the science of the colour wheel through coloured pencil application.



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Term 1.2	1	Sarah Graham Response	Artist Cycle 1	To refine Sarah Graham inspired work to a high standard	Linking- Big picture thinking Meta thinking- Self regulation
	2	Refining outcomes	Artist Cycle 2	To refine Sarah Graham inspired work to a high standard	Hardworking- Resilience Analysing- Precision
	3	Wayne Thiebaud Research	Artist Cycle 2	Analyse Wayne Thiebaud, making connections to project theme.	Linking- Connection finding Empathetic- Collaborative
	4	Watercolor techniques	Artist Cycle 2	To explore a variety of water colour techniques	Agile- Risk taking Realising- Automaticity
	5	Wayne Thiebaud Response	Artist Cycle 2	To refine Wayne Thiebaud inspired work to a high standard	Meta thinking- self regulation Hardworking- resilience
	6	Combining Thiebaud &Grahams work	Artist Merge	To produce an outcome that incorporates elements of both Thiebaud & Grahams work together	Linking- Big picture thinking Creating- Originality