

## **Key Stage 3 Curriculum Map 2021-22**

Subject: Art & Design.		Year: 9	
Focus/Topic	UAE Links	HPL Links	Home Learning / Guided Reading
<ul> <li>Introduction to mark- making.</li> <li>To Define the Formal Art Elements.</li> </ul>	<ul> <li>UAE Artists         connecting to         Texture and         Form.</li> <li>Animal origins of</li> </ul>	CREATING	•
<ul> <li>Baseline assessments-basic outlines. Observational drawing skills and techniques to support this (grid, basic shapes).</li> <li>To Connect the Formal Art elements to practical work and artist links (Alphonso Dunn).</li> </ul>	<ul> <li>the UAE.</li> <li>Animal origins of the UAE.</li> <li>UAE and World Links: USA</li> </ul>	ANALYSING	<ul> <li>Artist research reading task.</li> <li>Exploring the Artist Cycle.</li> <li>Formal Art elements.</li> </ul>
<ul> <li>Baseline assessments- Tone and Detail Art elements focus of texture and form.</li> <li>To apply practical skills and techniques when using art materials (Ruler, pencil, pen).</li> </ul>	•	CREATING	<ul> <li>Secondary source imagery collection.</li> </ul>
<ul> <li>Scheme: Animal Observation.</li> <li>Theme: Feathers and Fur.</li> <li>Theory Focus: Art Elements.</li> <li>Demonstration and understanding of all Art Elements through practical application.</li> <li>Exploration and practice of art materials.</li> <li>Scale and enlargement techniques.</li> <li>To Apply understanding of formal Art Elements to practical visual work through own made sketchbook resource.</li> <li>To observe and record to create observational studies from artist imagery (secondary source).</li> </ul>		LINKING	

To apply all practical and developed skills in observation			
Project 1 Continued:  Scheme: Animal Observation. Theme: Feathers and Fur.  • To demonstrate creative exploration through imaginative design process.  • To observe and record observational drawing techniques to construct an original gothic character inspired by traditional gothic architect  • To apply practical skills and techniques when using art materials (Ruler, pencil, pen).  • To apply all practical and developed skills in observation to create visually effective mythical forms.  • Creative design drawing process.  • Composition.  • Self-evaluation.	Break  To explore the History of Gothic Architecture.  UAE/World Links: Historical research and inclusion of UAE symbolism within design process.  Ancient Egyptian Architecture and Hieroglyphs  European Architecture	CREATING  CREATING  ANALYSING  REALISING  META-THINKING	<ul> <li>Historical Research reading task.</li> <li>Understanding origins of historical architecture to support design process.</li> <li>Secondary source imagery collection.</li> <li>Literacy- Writing a descriptive character mythical character profile.</li> </ul>

Term 1