

## Art and Design

### Year 9

#### Term 1 Programme of Study:

**Inquiry project** - A Surrealist art project which fits in a box. The starting point for this project is a film clip. The clip is used to generate many questions with the students who then set about using their creativity to explore their ideas based around the clip. The project uses key skills such as design, drawing, painting and collage and students are expected to explore their chosen theme in depth using as much process as possible. Through the use of multi-media and new technology many students will have the opportunity to develop their work further producing a surreal digital outcome within their final boxes.

#### Term 2 Programme of Study:

**Cubism** – A fine art painting project based on the influential Cubist movement and the theme of musical instruments. Students will explore the work of Picasso and Braque as they develop their contextual understanding of the cubist art movement; in this project a presentation of their knowledge is required to pass. Practical aspects covered include, colour theory, art from multiple viewpoints, tonal rendering and fundamental painting techniques all of which will lead to a final cubist painting produced by the student.

#### Term 3 Programme of Study:

**Ceramics 3D**- Students get the opportunity to develop their 3d sculptural skills through ceramics and using our specialist ceramics room. Students have the choice of working on either a shoe or boot theme and are asked to investigate contemporary sub- cultures in relation to their chosen theme. Initial investigations into their chosen theme will produce drawings and sketches which are later developed into 3d ceramic pieces. Slab building, coiling, modelling and glazing are skills acquired during the project.

#### Homework:

Homework is set at least once every two weeks in Art & Design and will usually take the form of either a practical drawing or design based task or a contextual piece of research. Students are encouraged to use the 'Writing about Art' page in their planners for all written assignments.

#### Assessment:

Each project in Art & Design will have two formal assessment periods. The first is designed to be formative providing the student with an opportunity to review and reflect on his/her own work and development. The second assessment will be summative and give a final level for the project. In addition informal feedback such as constructive comments, both written and verbal, peer and self - assessment will be used on a weekly basis as a corollary of best practice.

#### How parents can support learning:

Encourage your son/daughter to research, find out information about the period in history we are looking at. Artists are greatly influenced by their surroundings and experiences; political, geographic location, advances in technology and culture all impact on an artist's work. Skill based practice such as drawing from either primary or secondary sources is always beneficial to a student's development and should also be encouraged. In addition all art curriculum projects and home work can be found on the Al bateen Art Weebly website account see below for details.

#### Learning resources:

[www.albateenart.weebly.com](http://www.albateenart.weebly.com)

<http://arthistoryresources.net/ARTHLinks.html>

<http://www.metmuseum.org/>

<http://www.tate.org.uk/>