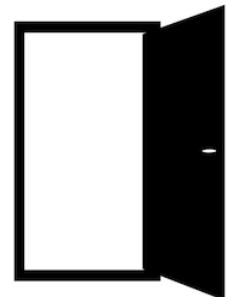




# Shipston High: Art Curriculum



This curriculum map is being phased into the department with projected completion due 2020-2021 – some areas subject to change



AO1: DEVELOP AO2: REFINE AO3: RECORD AO4: PRESENT GCSE Examination

Portfolio (01)  
120  
-  
60%  
Non-exam assessment

Non-exam assessment  
Externally set task (02)  
80  
10 hours  
40%  
Non-exam assessment

Component 02: Externally set task  
Students respond to one of five themes, each with a range of written and visual starting points and stimuli. Students research, plan and develop ideas for their response to the option they have chosen, which they must then realise within the ten-hour supervised time period.



Year 11

AO4: PRESENT AO3: RECORD AO2: REFINE AO1: DEVELOP

60 % Portfolio Coursework

Component 01: Portfolio  
Students produce a portfolio of practical work showing their personal response to a set starting point, brief, scenario or stimulus. The portfolio may be presented in appropriate formats for the specification title they are following and chosen area of study, including sketchbooks, digital presentations, mounted sheets, maquettes, prototypes, animated work, scale models or illustrated written work.  
The portfolio must provide evidence that the student has met all four assessment objectives.

Portfolio (01)  
120  
-  
60%  
Non-exam assessment

Year 10

## Introduction to GCSE

Year 9 students will be introduced to the GCSE.

## Art History

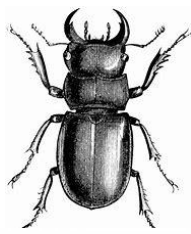
The final topic in the term students will visit some of the most influential artist in art History

**Steampunk.** In this scheme of work students experience the fantastic world of Steampunk .There are many different styles of steampunk drawings. The main criteria is the mixture of technology and fantasy or science fiction. Steampunk art is often inspired by the Victorian era, making Steampunk drawings truly creative and highly attractive . Students will develop monprinting, pencil and charcoal skills.



## Natural forms and Bugs.

Students will look at insect anatomy, drawing bugs in different mediums and symmetry. Students will work in collage and different media to explore texture. **Artist research:** Joe McGowan and Natalie McIntyre



Year 9

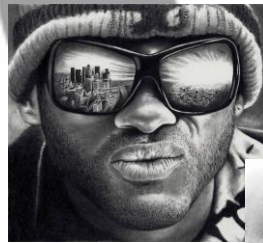


**Sweet Treats or a Bugs life on rotation** centred around the work of Wayne Thiebaud and Sarah Graham looking at his depictions of cakes and sweets. Students learn to draw cakes and biscuits from observation and how to develop watercolour skills



## Art History

The final topic in the term students will visit some of the most influential artists and periods in art History



## Portraits and Identity

The Portraits scheme of learning runs over two terms , focussing on the history of portraits, the individual aspects of a portrait and identity. Self-portraits give our students the opportunity to draw incredible details in their own way. Finished work includes facial features made with a of different shapes and lines, clothing with small design elements and backgrounds that reflect our students individual identity. Students will continue to develop pencil skills. **Artist research:** Cath Riley , Marc Powell



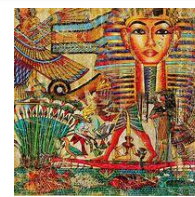
Investigating Modern artist Luke Dixon.

Year 8



## Art History

The final topic in the term students will visit some of the most influential artist in art History



**Cubism** understand the early-20th-century avant-garde art movement that revolutionised European painting and sculpture, and inspired related movements in music, literature and architecture. Cubism has been considered the most influential art movement of the 20th century.

Drawing Assessment – shoe and rose in pencil

## The Formal Elements:

Understand and identify the formal elements of Art; tone, line, form, shape, texture and colour. Students will learn the fundamentals of drawing .

Welcome to Shipston High – the Art adventure starts here!

Year 7

## Drawing programme

Students will be assessed and entered on to the drawing programme as Foundation Beginner, Intermediate or Advanced .

Home learning: Create an Artist room.

**Artist research:** Matisse, Kandinsky, Frank Stella, Chuck Close and Alexander Calder . Free choice artist for home learning

