

GEMS First Point School

Curriculum for

Art Department – KS3



Year 7 Art								
Van Shoe Design – Graphics in Art								
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Term 1a 7 weeks	Introduction to FPS Art – Expectations and getting to know our students	Baseline Assessment	History of Vans and logo design – mood board	Observational drawing - line, shape and tone. Grid Drawing – Van Shoes		Close Ups – Laces Colour pencil blending, shading with colours.		Half Term
Term 1b 7 weeks	Explore Arabic Designs – geometric and floral motif, incorporate into Van shoe design development.		Oil pastel techniques – wax resist technique with inks – Van Shoe	Printmaking – Final outcome Calligraphy/monoprint		Review, self – assessment and peer against success criteria.		Winter Break (wk 1 of 3)
Portraits								
Term 2a 6 weeks	Artist research – historical and contemporary examples – UAE links		Observational drawings – Facial features and expressions	Exploring expressions – colours connected to emotion/mood.		Half Term		
Term 2b 5 weeks	Expressive Self-Portrait – digital photo with filter app – Photoshop Camera		Watercolour techniques and effects – Self-portrait final outcome, water colour, mixed media and digital	Review, self – assessment and peer against success criteria.		Spring Break		
Landscapes								
Term 3 13 weeks	Artist research – historical and contemporary examples – UAE links		Oil pastel drawings – blending techniques and gradients		Creating Landscapes using inks – a variety of mark making, effects and textures			
	Collage techniques, paper weaving		Final outcome – combining the skills learnt to produce a final outcome – all mediums welcomed - final outcome in reference to a photo		Review, self – assessment and peer against success criteria.		End of Academic Year	

Year 8 Art								
Scavenger Hunt - Photography								
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Term 1a 7 weeks	Introduction to FPS Art – Expectations and getting to know our students	Baseline Assessment	Introduction into Mobile Phone Photography – An overview of the Mobile Photography Awards (MPA)		Collaborative photography – understanding the basics		Macro Photography – Students to be taken around school to shoot natural forms, shapes and found objects.	Half Term
Term 1b 7 weeks	Digital effects and filters – using Photoshop Camera App, Pix, Kaleidoscope etc.		Distorted Photography – students will use water and reflective surfaces to create outcomes.		Ink, Oil and Water Photography – Using a variety of liquids to create unique shapes and patterns in photography.		Review, self –assessment and peer against success criteria.	Winter Break (wk. 1 of 3)
Surrealism Project – Fine Art								
Term 2a 6 weeks	Introduction into the Surrealist eye – observational drawing – line, tone, shapes ad details	Artist research looking at Salvador Dali, Magritte, Arabella Proffer		Surrealism Project – digital collage using pixlr/apps, combining primary source images (Term 1) and other source images.			Half Term	
Term 2b 5 weeks	Collage, mixed media and water colours. Combining digital and practical art techniques.		Painting of final outcome based on manipulations and mixed media work.		Review, self – assessment and peer against success criteria.	Spring Break		
Endangered Animals - Graphics								
Term 3 13 weeks	Artist research looking at a variety of contemporary artists – social media art etc.		Introduction into graphic design and typography. Using digital mixed media techniques – oil pastels, watercolors, inks and mark making techniques.					AO3: Observational drawing from photos
	Drawing designs and combinations of digital work – student led		Mixed media art work, including but not limited to; paper weaving, digital manipulation leading to presented poster outcome.		Review, self – assessment and peer.	End of Academic Year		

Year 9 Art									
Photography – Elements and Observations									
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	
Term 1a 7 weeks	Introduction to FPS Art – Expectations and getting to know our students	Baseline Assessment	Introduction into Mobile Phone Photography – An overview of the Mobile Photography Awards (MPA)		Macro Photography – Students to be taken around school to shoot natural forms, shapes and found objects.		Half Term		
Term 1b 7 weeks	Digital effects and filters – using Photoshop Camera App, Pix, Kaleidoscope etc.		Distorted Photography – students will use water and reflective surfaces to create outcomes.		Ink, Oil and Water Photography – Using a variety of liquids to create unique shapes and patterns in photography.		Review, self – assessment and peer against success criteria.	Winter Break (wk. 1 of 3)	
Character Design – Mixed Media									
Term 2a 6 weeks	Introduction into Character design, looking at Disney and Pixar. Students will work from an object brought in from home, photo references will be used.		Using a variety of media student will develop their design and begin to create in a 2D or 3D form. Students will be encouraged to work on Procreate or similar design apps. Students wishing to make a 3D model will also be able to design and build their characters.				Half Term		
Term 2b 5 weeks	Photography element – Taking images of their characters students will be asked to combine their characters with a real world photograph.		Students will present their final outcome as a digital poster, presented on Google Slides, printed or shared on Teams.		Review and self – assessment	Spring Break			
Stop Motion – Set Design and Video Creation									
Term 3 13 weeks	Introduction into Stop Motion – Watch and discuss the practical elements. Students to create a details plan for creating their stop motion			Students will design and build their set design, based on the plans from the introduction lessons. They will make their desired set using a variety of materials, first hand images, paintings etc. Elements of artist copies must be evident in their work.					
	Students will record over a number of lessons their final video and edit before presenting it on teams.				Review and self-assessment		End of Academic Year		