

**Art: Yearly Overview Plan 2019-2020**

Term 1, 2, 3	Subject: Art, Craft and Design	Year Group: 7	
<u>Still life</u>	<u>Learning Outcomes</u> <i>Students will...</i>	<u>Real World Application / Link to UAE</u>	<u>Assessment Methods</u>
Assessment Objective 3: Record - ideas, observations and insights relevant to intentions as work progresses	<ul style="list-style-type: none"> understand the concept of the formal elements of art; shape, form, pattern, texture, scale produce multiple observational studies of still life objects, both from within the classroom and from own choosing from home focussing on tone, texture, scale and relationship of objects students to use their own photography of objects throughout the project create artist's reproductions of still life 	<ul style="list-style-type: none"> Developing understanding of gargoyles and chimeras in various cultures Developing knowledge of 3D forms, shapes, perspectives Develop knowledge of tone; highlights and shadows Exploring photography of animals and sculptures 	<ul style="list-style-type: none"> Baseline Assessment Regular marking of sketchbooks and supporting studies with WWW/EBI/PPP Regular self and peer assessment, applying the Edexcel GCSE Taxonomy Continuous verbal feedback
Assessment Objective 1: Research - develop ideas through investigations, demonstrating critical understanding of sources	<ul style="list-style-type: none"> investigate still life in art research artists and their method of working, using various techniques create reproductions of these artists, to experiment and learn the above create written evaluations of artists' work showing critical understanding of the above, with personal opinions as priority produce analytical written annotations for all work throughout 	<ul style="list-style-type: none"> Historical and current knowledge of art will inform students of what has already been, to investigate how to move forward Considering and presenting personal, well informed opinions ICT to research and present work 	<ul style="list-style-type: none"> Regular marking of sketchbooks and supporting studies with WWW/EBI/PPP Regular self and peer assessment, applying the Edexcel GCSE Taxonomy
Assessment Objective 2: Experimentation - refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes	<ul style="list-style-type: none"> experiment with various drawing media produce experiments with various media and tools to apply it explore working on various surfaces develop an understanding of how to explore compositional designs students will then refine and modify their experiments several times to determine the most effective way of rendering 	<ul style="list-style-type: none"> Skills focus on actual processes and techniques developed and used in the 'real world of art' Technology may be used for research and tutorials for methods and techniques of sculpting with various tools 	<ul style="list-style-type: none"> Regular marking of sketchbooks and supporting studies with WWW/EBI/PPP Regular self and peer assessment, applying the Edexcel GCSE Taxonomy Continuous verbal feedback
Assessment Objective 4: Final Outcome - present a personal and meaningful response that realises intentions and demonstrates understanding of visual language	<ul style="list-style-type: none"> create a Final Outcome, based on an accumulation of all AOs and informed by: <ul style="list-style-type: none"> the research and analysis undertaken the recordings created by drawing and photography the experimentation of various media the size, shape, media, format and style is of the student's own choosing based on the above 	<ul style="list-style-type: none"> Designers, crafts people and artist create outcomes to a specification or brief, either for personal pleasure, exhibitions or commission 	<ul style="list-style-type: none"> All final work now marked with WWW/EBI/PPP Regular self and peer assessment, applying the Edexcel GCSE Taxonomy Continuous verbal feedback