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## ART

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### KEY STAGE 3

Through this subject within the National Curriculum, pupils have an opportunity to explore, experiment and develop new skills in a wide variety of art design and craft activities. It is our intention to increase pupils' understanding of the principles and processes behind visual communication. Through co-operative ventures we promote respect for the ideas and contributions of other artists, designers and crafts people. The design process is the common theme behind all our activities and the quest for improvement in standards is continually encouraged. The experience within the art department is exciting, rewarding and definitely challenging. Pupils will learn how to record observations, express opinions both orally and in writing about artists work, design and make 3D sculptures, develop painting skills and the confidence to use a range of mixed media and produce their own individual design work.

This lays the groundwork for those pupils opting to take GCSE Art and Design in Years 10 and 11 as we continue to follow our broad multi-media approach. Pupils follow a broad Art and Design course by AQA and can continue to develop skills in 2D, 3D and mixed media practices. Year 11 pupils are expected to work more independently ensuring thorough research and preparation. They are given the opportunity for self-expression and the course demands a high level of awareness and self-discipline. The Art and Design department pride itself on the wide range of exciting work produced by our GCSE pupils and celebrate it annually in Crofton's Summer Art Exhibition as a pop up style show within the Ridings Centre in Wakefield.

### YEAR 7

#### Formal Elements

- Learn about all the formal elements of art including line, tone, colour & texture;
- Study artists such as Stuart Davies, Mark Hearld, Roy Lichtenstein, Helaina Sharpley, Henry Moore and Paul Cezanne;
- Experiment with collage, rubbings, wire drawings, print, paint and mixed media;
- Learn how to analyse artists work, write critiques and share opinions;
- Develop final design using any of the techniques covered; and
- Pupils will gain a clear understanding of the formal elements and are expected not only to recognise them but to apply them in their own work.

### YEAR 8

#### Topic 1 Nature

- To study artists such as Angie Lewin, Andy Goldsworthy, Georgia O'Keefe and William Morris;
- To experiment with a range of materials and techniques including drawing, painting, collage, printmaking and clay construction; and
- To further develop an understanding of artists and designers; to develop ideas in response to a collection of recorded images and to produce work which demonstrates a growing control of a wider range of materials and techniques.

#### Topic 2 The Brain

- Study the work of Peter Randall-Page;
- Experiment with continuous line drawings, print and a monochrome palette;
- Explore how artists have used nature as a theme for their artwork;
- Learn how to analyse artists work, write critiques and share opinions;
- Design an abstract pattern based on responses to Peter Randall-Page's work;
- Experiment with relief and 3D techniques; and
- Produce an abstract sculpture using clay.



## **YEAR 9**

### **Topic 1 Figure**

- Explore the work of Alberto Giacometti, Antony Gormley and Tim Burton;
- Learn about the proportions of the body;
- Develop observational drawings skills using a range of media and techniques;
- Analyse how artists have represented the figure throughout history;
- Analyse artists work, write critiques and share developing opinions; and
- Produce a figure sculpture using wire and a range of sculpture materials.

### **Topic 2 Landscapes**

- Research the work of David Hockney and learn about his latest exhibition, 'A Bigger Picture';
- Experiment with mark making techniques and develop confidence painting on a large scale;
- Learn how to create a landscape painting using digital software;
- Analyse artists work, write critiques and share developing opinions using PEEL; and
- Work as a class to produce a large scale landscape painting.

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## **KEY STAGE 4**

Pupils on the Art and Design course will complete two projects as part of their coursework, which are worth 60% of their GCSE. Every pupil will complete an exam project after Christmas in Year 11, which is worth 40% of their GCSE. Projects may vary in different groups, as they are devised to cater for specific class interests and ability.

## **YEAR 10**

### **Identity**

- Explore personal identity by observing and recording facial features using a variety of techniques and media including drawing, paintings, collage, printmaking and sculpture
- Experiment with digital photography techniques using editing based software
- Investigate portraiture through time and across cultures
- To study the work of traditional and contemporary artists such as Hockney, Freud, KAWS and Pardee
- To visit galleries and respond to exhibitions
- To produce a personal response to the theme of identity

## **YEAR 11**

### **Mock Exam**

- 6 weeks for research, preparing studies, experimenting with different media and techniques and development of ideas
- Production of a final piece, working in exam conditions.

### **Final Exam**

- Same format as above but the themes are set by the exam board

The Art and Design department is open Tuesday, Wednesday and Thursday after school (until 5pm). This time can be used by pupils to catch up with coursework, ask for extra help or spend time extending and improving existing work.