Year Seven Curriculum Plan

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
	Unit						Unit					
Autumn	Baseline Assessment	Baseline Assessment	Introduction to Art and the Formal Elements LINE	Introduction to Tone	Further focus on Tone	Start main Basketball piece	Basketball and colour theory	Basketball Focus on Line, tone and colour	Introduction to Jean Michel-Basquiat	Jean Michel-Basquiat collage inspired piece	Jean Michel-Basquiat collage inspired piece	Completion, review and presentation
	Unit						Unit					
Spring	Introduction to Sweets project	Start sketching out sweet wrapper	Focus on HB pencil and tone	Focus on colour with colouring pencil	Focus on oil pastel	Focus on paint	Evaluation of work and work back into Mixed media sweet work.	Introduction to Sweet mood board	Complete mood board	Study of Graphic design and introduction to logo design	Completion logo design	Presentation and review of all work.
	Unit						Unit					
Summer	Introduction to Artists timeline and cave painting	Cave painting	Aboriginal Art	Aboriginal Art	Renaissance	Renaissance	Introduction to Impressionism. Vincent Van Gogh	Cezanne	Seurat	Claude Monet	Work in the style and inspired by chosen Impressionist Artist	Completion of work in the style of an Impressionist Artist.

Year Eight Curriculum Plan

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Unit						Unit					
	Baseline Assessment	Baseline Assessment	Reflection of key skills. PORTRAITS Mark out key features of the face	Sketches of different features of the face using line, detail and tone.	Start half and half portrait.	Continue half and half portrait.	Review of half portrait. Introduction to the figure.	Proportions of the figure.	Introduction to Adrian Arleo and demonstration on 3D making.	3D plasticine model making inspired by Adrian Arleo using considered proportion.	3D plasticine model making inspired by Adrian Arleo using considered proportion.	Assessment. Presentation. Homework review
Spring	Unit						Unit					
	Introduction to Bug Project. Initial presentation.	Bug drawing. Introduction to designers and job roles relevant to the work.	Bug drawing	Pattern designs	Pattern designs	Final print designs	Presentation focus and evaluation	Preparation of Poly block for printing.	Repeat print	Reduction printing	Reduction printing	Alexander McQueen lesson and linking project with job roles.
Summer	Unit						Unit					
	Introduction to Alice In Wonderland project.	Create Alice In Wonderland mood board.	Continue working on Alice in Wonderland mood board.	Assessment and review of Alice in Wonderland mood board.	Study of Surrealism and links with Alice In Wonderland	Study of Surrealism and introduction to design ideas.	Group work. Discussion on Final design idea ready for 3D making.	Planning and preparation. Start developing Alice In Wonderland 3D piece.	3D Alice piece	3D Alice piece. Reflection and peer assessment	Completion of Final 3D piece.	Class presentation on 3D work.

Year Nine Curriculum Plan

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Unit						Unit					
	Baseline Assessment	Baseline Assessment	Introduction to One point perspective	**One point perspective**	Two point perspective	Two point perspective and presentation	Introduction to Fauvism	Fauvism research page	Fauvism research page. Composition and presentation	Fauvism research page. Final presentation	Self Assessment	Final Assessment
Spring	Unit						Unit					
	Introduction to Architecture project	Architecture mood board	Architecture mood board	Different styles within Architecture	De Stijl	Gaudi	Zaha Hadid	Job roles related to Art	Photography and Texture focus	Texture and pattern	Texture and pattern	Test on knowledge of Architecture so far. Presentation
Summer	Unit						Unit					
	Art Deco	Art Deco	Art Nouveau	Art Nouveau and mono print	Different Architects and their styles	Introduction to Final piece	Artist research page	Design development for Final piece	Designs and start Final piece	Final 2D piece	Final 2D piece	Final 2D piece presentation