

# ART

## KS3 (Art / Graphics/ Photography)

### Curriculum Purpose

The purpose of the curriculum which has been planned for Year 7 is to introduce students to the possibilities of creativity in the field of Art and Design. It will give students coming from disparate primary experiences the ability to expand their skill set across a range of interesting and challenging topics. They will learn skills that they will continue to revisit and build upon over the coming years to set them up for GCSE and beyond.

YR7



### Curriculum Topics

- **Clay Fish (DR Seuz)**
- **Hands (Julian Opie)**
- **Landscapes (tonal skies and perspective)**
- **M.Hava**
- **Still life Peppers**
- **Oranges: still life and print making**



### When and how assessment of learning will happen

You will have the opportunity for verbal feedback from your teacher on your work and to resolve issues or make improvements on a lesson-by-lesson basis. This regular interaction allows for immediate guidance and personalised support, helping you to refine your skills and understand concepts more deeply. Additionally, you will receive detailed written feedback every half term, which will assess your progress comprehensively and outline specific areas for improvement. This structured feedback will provide clear, actionable steps to enhance your performance and ensure continuous development throughout the course.

## Home Learning Expectations

We want you to enjoy working on your Art independently so have built in some choice to your independent learning.

Complete some of the tasks from the homework menu as directed by your teacher. Choose tasks you find inspiring or that let you refine and practice skills that suit your personal interests and abilities. Ensure these tasks are carefully mounted in the back of your sketchbook to be recorded by your teacher. If the work is 3d ensure you include photos of it in your sketchbook.

