

## Sandbach School Art & Design: ART

Inspire and challenge while developing cultural understanding and

practical technique

## Intent Impact **Implementation** By the end of <u>A Level</u>, students will know how to: • Research; gather, select & organise HT4 visual information HT2 HT3 ESA Stages 1&2 ESA Stages 3&4 recording experiences **Personal Investigation:** and observations. Externally set Externally set assignment. **Personal Response** A Level-Skill assignment. Research, Developing ideas and final • Explore resources; Idea development and Mastery: create outcome (15 hrs) outcome production recording, exploring analyse, discuss, HT1 **Critical Evaluation** evaluate & record Personal Investigation: independent Proficiency in media **Media Trials** judgements and techniques Working in the style of Develop and extend **Idea Execution** HT5 selected artists thinking informing Personal their own work via HT4 HT6 Investigation: knowledge & Personal Year HT Personal **Observations and** understanding of the Investigation: Intro Intro Unit : Investigation: Media **Artist exploration** work of others & Mind Mapping 13 The Human **Trials** Exploring ideas Exploring Generate and Form Working in the style through observational explore potential lines contextual Workshops on of selected artists drawings, of enquiry using references and idea human Form Written Personal photography, galleries. appropriate media & generation Study techniques HT2 Intro Unit : • Apply knowledge and Workshop Phase understanding in HT3 HT4 making images and on the theme HT1 ESA Stages 1&2 HT2 ESA Stages 3&4 Year artefacts; review and **Botanic &** Intro Unit : Externally set Architecture: Externally set Workshop Phase Mechanical and modify assignment. Research, Outcomes assignment. 12 developing work; and plan and on the theme recording, exploring Developing Developing ideas and develop ideas in the outcomes **Botanical** & ideas and final final create outcome light of their own and Mechanical piece based on (10 hrs) others' evaluations artists studied • Organise, select and communicate ideas, HT4 HT6 solutions and HT1 HT5 Architecture: Tonal **Flight: Artist links** responses, and present **Architecture: Artist links Flight: Outcomes** Exploring the work **Studies** them in a Observational studies and Year Developing ideas and of artists and Observational range of visual, tactile developments linking to final piece based on develop ideas drawing, photography and/or sensory forms artists Ian Murphy, Lucy 11 artists studied through media and skills in tonal Jones and Ruth Allen. value using trials – steam punk monochrome media Flight: Artist links GCSE Skills: Developing ideas, proficiency in art GCSE art and design **Qualification Phase:** Exploring the work of materials and techniques, recording ideas, students must Beginning of GCSE Course artists and develop ideas planning a personal outcome demonstrate through media trials the ability to: HT6 paint and print artists HT5 **Collections (Still-life):** -Develop their ideas **Collections (Still-life):** Year **Flight: Tonal Printmaking and** Flight: Colour studies through **Lisa Milroy: Studies** developing ideas and Observational drawing, Observational drawing investigations 10 Observational final piece based on and using colour, paint, composition -Select and critically drawing and skills artists studied exploring pencil in tonal value using analyse sources HT4 – Rotation 02 crayon, oil pastel and monochrome -Refine their ideas as Everyday objects: Michael paint media and media Craig-Martin: work progresses techniques Observational drawing, line, through Art Bridging Course colour theory and application. experimenting with Presented as an A2 sheet media, materials, HT2 – Rotation 01 HT1 – Rotation 01 Year techniques and HT3 – Rotation 02 **Everyday Objects: Jim Everyday Objects: Everyday Objects: Jim Dine** Observational processes **Michael Craig-Martin:**

drawing, tonal value,

mixed media. Presented as

an A2 sheet

**A Level Intent:** -Independence of developing, refining and communicating their own ideas, intentions personal outcomes -Investigative, analytical, experimental, practical, technical

and expressive skills, aesthetic understanding and critical judgement -Experience of working with a broad range of media -An understanding of the

interrelationships between art, craft and design processes and an awareness of the contexts in which they operate -Knowledge and understanding of art, craft, design and media and technologies in contemporary and past societies and cultures

**GCSE Intent:** 

-Engage in the creative process of art, craft and design -Experiment with, invent and create their own works -Develop and refine ideas and proposals, personal outcomes or solutions with increasing independence -become confident in taking risks and learn from

experience

**Dine:** Observational

drawing, tonal value,

an A2 sheet

mixed media. Presented as application. Presented

Observational drawing,

line, colour theory and

as an A2 sheet

-Record their ideas using appropriate specialist vocabulary. -Realise personal

9

