

# SSHS ART & DESIGN DEPARTMENT—KS3 SOW Overview

	Autumn	Spring	Summer
<b>Y7</b>	<p><b>Elements of Art and Design</b>  <b>Line, tone, texture, colour, space, shape and form.</b> The formal elements of Art and Design. Students acquire knowledge and practical understanding through a relevant SOW devised by their class teacher.                      B2ab B3a. B4abc, B5abc</p> <p>Establish prior learning from KS2, Introduction to the elements of Art. Focus on: line, tone, texture, pattern, observational drawing, incorporating links to artists, through a range of 2D and 3D materials.</p>	<p><b>Contextual Understanding</b>                      Looking at, analysing and understand the artwork of others. Responding to the artwork both through writing and visual responses in own artwork,                      B1a, B4a,b,c</p>	<p>Explore <b>Shape and Form</b> through investigations of media and artists                      3D: Clay creatures or similar                      B2abc, B3abc, B5abc</p>
<b>Y8</b>	<p><b>Design for Purpose</b>                      Look at examples of artwork/design that has a function or purpose. Students research and respond to given theme/stimuli to create own artwork/design for purpose.                      L1a, L4abc, L3a, L4abc, L5abc</p> <p>Art Endorsements, Incorporating the formal elements: Photography/Print, Painting/Drawing/Textiles, 3D                      Each project should give opportunities for research and influence of other Artists' work, observation, use of media, developing ideas</p>	<p><b>Texture 2D/3D</b>                      Look at examples of artwork that show both implied and actual texture. Explore techniques through drawing and use of both 2D/3D. Produce an outcome, theme given by teacher.                      L2a, L1a, L4abc, L5abc</p>	<p><b>Animation</b>                      Explore various animation techniques, both digital and through traditional photographic techniques. Students produce their own animation.                      L2a, L1a, L4c, L5abc</p>
<b>Y9</b>	<p><b>Drawing and Painting through Contextual links.</b>                      Start to explore GCSE criteria, students <i>research</i> a set theme, <i>develop</i> and explore <i>media</i> through to a personal <i>final outcome</i>.                      L1a, L4abc, L2a, L4abc, L5abc</p> <p>Theme based instruction—Develop Ideas — Refine and Explore — Record Ideas—Personal Response                      Pupil led independent projects, based on GCSE criteria . Across the year students will have the opportunity to explore photography, drawing, painting, print, textiles and 3D Including ceramics)</p>	<p><b>Mixed Media</b>                      Look at examples of artwork where artists have used a variety of work to produce a final outcome. Teacher leads students through different techniques that could be used together to create a personal outcome.                      L2ab, L3a, L4abc, L5abc</p>	<p><b>GCSE Project</b>                      Taster Project incorporating both Art, Craft and Design and Photography. Students may chose to develop a final outcome for either endorsement.                      L1a, L2a, L3a, Labc, Labc</p>



