What is Parkside aiming to achieve through its Art and Design curriculum?

To develop curiosity and enthusiasm for Art and Design (inspire, excite, see, wonder and think).

To offer broad and varied Sow to engage students of all abilities.

To develop skills using a range of media and materials.

To learn about significate artists and art movements.

To learn about some of the key periods in Art and place the works within a historical, cultural, social and political context.

To have an ability to analyse the work of different artists and art movements and produce a personal response.

To develop transferrable skills e.g. problem solving, independent learning, resilience, self-control, organisation, presentation skills and group co-operation.

To improve and develop fine-motor skills e.g. hand-eye coordination.

To have a value and appreciation for the visual arts

To become aware of the creative and arts industries and the range of job opportunities.

To ensure all students leave their art education at Parkside with a body of work that reflects the best of their ability and that they are proud of.

Parkside School Subject Curriculum Plan
Subject: Art & Design – KS3

Year	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
7 Art	**Drawing skills** -Building the accuracy of shape -Developing observational skills from primary and secondary sources -Focusing on the visual elements of art, Including Line, Tone, Texture, Colour, and pattern.	**Drawing skills** -Building the accuracy of shape -Developing observational skills from primary and secondary sources -Focusing on the visual elements of art, Including Line, Tone, Texture, Colour, and pattern. -Combining these skills to produce a final still life drawing	**Decorative Letters** -Developing observational skills from graffiti, illuminated letters and the work of the artist William Morris. -Critical understanding of the work of artists and styles. Artist: William Morris/Illuminated letters/Graffiti	**Clay** -Designing clay tile -Combine to create personal outcome -Clay moulding and building techniques, joining and indenting -Colour mixing skills -Painting and blending paints onto clay Artist: William Morris/Illuminated letters/Graffiti	**Mixed Media** -Studying the work of the artist Teesha Moore. - Using a variety of media to produce an accordion book inspired by Cirque Du Soleil. -Experimenting with typography. -Media include: Collage Paint Coloured pencil Coloured markers Pen	**Mixed Media** -Studying the work of the artist Teesha Moore. - Using a variety of media to produce an accordion book inspired by Cirque Du Soleil. -Experimenting with typography. -Media include: Collage Paint Coloured pencil Coloured markers Pen
8 Art	**Proportions** -Accurate proportions of the face -Apply the proportions to celebrity portraits. -Accurate proportions of the human figure -Applying the proportions to more natural and dynamic poses	**Proportions** -Artist Minjae Lee artist studies. -Apply artist's style to their own celebrity portrait. Artist: Minjae Lee	**Inky Castles** -Creating own narrative for a castle -Using colour to show narrative -Using ink, pen and mark-making to create a fantasy castle based on Ian Miller. Artist: Ian Miller	**Castles** -Completion of inky fantasy castles -Designing 3D version of a section of their original inky castle -Building castle out of clay, using adding on, and indenting techniques to show narrative Artist: Ian Miller	**Clay castle** -Joining clay and indenting skills -Moulding clay based on their design -Adding narrative to their work	**Pop Art** -Studying the work of famous Pop Artists -Applying the pop art style to a celebrity portrait. -Use of digital media to create a Warhol style image. Artists: Andy Warhol and Roy Lichtenstein. Digital Media: Photopea

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9 Art	**Studying Spiderwick** -Observational drawing skills -Colour blending and mark-making -Understanding style to use in own mythical creature Artist: Tony DiTerlizzi	**Mythical creature development** -Continuing with own mythical creature informed by Spiderwick style -Designing 3D element of mythical creature -Developing ideas -Creating 3D creature out of clay -Joining techniques and modelling Artist: Tony DiTerlizzi	**Clay heads** -Painting, colour blending and colour mixing -Developing understanding of artists styles -Tim Burton assessment Artist: Tim Burton	**German Expressionism** -Accurate proportions of the face. -Celebrity portrait study demonstrating accurate proportions. -German Expressionism study to understand the style and meaning behind the work. -Application of the German Expressionist style to a person of their choice. Using stretched paper and Acrylic paints.	**German Expressionism and start of Mixed Media study.** -Expressionism study to understand the style and meaning behind the work. -Application of the German Expressionist style to a person of their choice. Using stretched paper and Acrylic paints	**Mixed Media** -Students have the opportunity to draw from a selection of images to show off their observational skills. -Images they study will have to have at least 3 different types of media in their image. Choices of media: Watercolour Paint Acrylic Paint Coloured Pencils Marker Pens Charcoal White pen Biro Fineliner Inks This is the students opportunity to show off their skills they have learnt at Parkside.