



KS3 Scheme of work overview for: **Art**

TERM	MODULE/TOPIC/SKILL	ASSESSMENT
Year 8 Autumn	PORTRAITS    - Step by step basic features M K E - Option 1 – Choice of portrait to draw using tonal paper, graphite and white pencil M K E  - Option 2 -Self portrait M K E  - Extension work Option 1- Experimental portrait drawings M I K E  - Extension work Option 2 -Clay masks M I K E  - Extension work Option 3 – Portrait of Brazilian pupils M K E  - Extension work Option 4 – 3D portraits – pupils to use clay or plasticine to create 3d/relief designs. Links to visuals/hw see: T:\#Departments \Art\RESOURCES\Art SoW visuals\year 8\y8 schemes of work\y8 projects\portraits	- Homework marking - Peer assessment homework marking 6 hat questioning - Use of visualizer to assess development of work throughout lesson - Half termly levelling of work - Post-it note peer assessment - Verbal feedback - Seesaw app digital portfolio Areas for assessment in Art Making Ideas Knowledge Evaluation M I K E
Year 8 Spring & Summer term	CHOICE A – VIDEO GAME DESIGN	- Homework marking - Peer assessment homework marking 6 hat questioning - Use of visualizer to assess development of work throughout lesson - Half termly levelling of work - Post-it note peer assessment



- Video game concept design: including
 1. Game concept ethos / story overview
 2. Character design 2D & 3D
 3. Environmental/level design
 4. Asset design (vehicles, weapons etc
 5. Animation/trailer
 6. Final presentation



Links to visuals/hw see:

T:\#Departments \Art\RESOURCES\Art SoW
visuals\year 8\y8 schemes of work\y8
projects\video games

CHOICE B - NATURAL FORM



- Animal hybrid drawings
- Design own animal hybrid
- Option 1 - Paper sculpture animal hybrid
- Option 2 - Clay slab animal hybrid



- Verbal feedback
- Seesaw app digital portfolio

Areas for assessment in Art

Making

Ideas

Knowledge

Evaluation

M I K E

Links to visuals/hw see:

	T:\#Departments \Art\RESOURCES\Art SoW visuals\year 8\y8 schemes of work\y8 projects\natural form CHOICE C – VIEWPOINT    - Ink blob monsters M I K E - Personal island map designs M I K E  Links to visuals/hw see: T:\#Departments \Art\RESOURCES\Art SoW visuals\year 8\y8 schemes of work\y8 projects\viewpoint	
Year 9 Autumn	FANTASY CREATURE/ MONSTER DESIGNS    Design advanced characters, building on character design work from last year M I K E  Choose from: - Aliens - Monster/ creatures - Manga - Zombie - Futuristic Create A3 worksheets with lots of designs of different creatures. Design the pages to look like	- Homework marking - Peer assessment homework marking 6 hat questioning - Use of visualizer to assess development of work throughout lesson - Half termly levelling of work - Post-it note peer assessment - Verbal feedback - Seesaw app digital portfolio Areas for assessment in Art Making Ideas Knowledge Evaluation M I K E

	GCSE sketchbook pages (including titles, annotations etc) • Draw from existing reference material  • Generate random animals to create hybrid creatures  • Explore the work of artists for inspiration  1. Hokusai 2. Terryl Whitlatch (animal hybrid) 3. Alan E Cober (line drawing) 4. Charlie Harper (simplified) 5. Iain MacArthur (zentangles) 6. Mattias Adolfsson 7. Peter Clark (collage) 8. Richard Powell (gesture drawing) 9. Stefan G Butcher (ink monsters) 10. Shawn Coss (mental health) 11. Various Manga artists 12. Various Fantasy artists • Adapt creature in the style of these artists  T:\#Departments\Art\RESOURCES\Art SoW visuals\year 9\Year 9 (new curriculum)	
Year 9 Spring	 Develop the character designs by experiments with different materials/techniques:	• Homework marking • Peer assessment homework marking • 6 hat questioning • Use of visualizer to assess development of work throughout lesson • Half termly levelling of work • Post-it note peer assessment • Verbal feedback • Seesaw app digital portfolio

	• biro • fine- liner • oil pastel • pastel • watercolour painting • felt tips • collage • charcoal • coloured pencils • mono printing • plasticine • Gesture drawing • Blind drawing • Automatic drawing (link with Surrealism) • Exquisite corpse (link with Surrealism) • Lino printing  Larger scale media experiments  T:\#Departments\Art\RESOURCES\Art SoW visuals\year 9\Year 9 (new curriculum)	Areas for assessment in Art Making Ideas Knowledge Evaluation M I K E
Year 9 Summer	Continue with material experiments  May half term COURSE TURNS INTO GCSE ART    Make 3D charcter/creature models Process • Design own 3D monsters • Create Sculpy or plasticine models • Painting with acrylic	• Homework marking • Peer assessment homework marking • 6 hat questioning • Use of visualizer to assess development of work throughout lesson • Half termly levelling of work • Post-it note peer assessment • Verbal feedback • Seesaw app digital portfolio Areas for assessment in Art Making Ideas Knowledge Evaluation M I K E

	Those doing plasticine do stop frame animations M I K E S M S C Spiritual Moral Social Cultural T:\#Departments\Art\RESOURCES\Art SoW visuals\year 9\Year 9 (new curriculum)	
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All projects have an organic nature and can be adapted to suit the needs of different classes. Not all tasks will be undertaken due to time restrictions