

Year 7 Learning Journey 'How do artists use, explore and present objects in artworks?'

		Skills	Ideas	Knowledge	Evaluation	
Develop	Emerging	3c-4a	<p>Breaking down objects into simple shapes to draw from observation.</p> <p>Control a range of media - experiment with line, shape, tone, colour, texture, form, space.</p> <p>Work safely and considerately.</p> <p>Independently select correct materials</p> <p>Respond to artists creatively exploring materials, processes and techniques.</p>	<p>Work purposefully in response to 'Objects' incorporating ideas from artworks.</p> <p>Develop imaginative ideas on composition and colour through still life.</p> <p>Work purposefully in response to a visual or tactile stimulus incorporating their artists ideas</p> <p>Gather and assemble suitable information and visual resources.</p>	<p>How to look at art - recognising and naming different art forms</p> <p>How to talk about art - learning & using specific art vocabulary</p> <p>That particular kinds of marks can be made with different materials or controlled using suitable tools.</p> <p>How to research artists works selecting important visual and written information to help own creative work- Durer, Morandi, Craig Martin, Cas Holmes</p>	<p>Describe different characteristics of artworks.</p> <p>Identify strengths in own and others artworks</p> <p>use their previous experience and judgement to identify strengths in the work evaluated and those aspects where things can be improved.</p> <p>select, read about and respond to suitable art works on the web, in books and other sources, making a personal interpretation in spoken and written forms.</p>
	Secure or meeting	5c-6a	<p>Develop practical skills through investigation and experimentation exploring the characteristics of a range of materials and techniques with increasing control and purpose.</p> <p>Respond to artworks making thoughtful use of sketchbooks, testing ideas that inform their making</p>	<p>Explore steps to develop and improve ideas on objects using thumbnail studies, annotation, multi-views, different compositions, maquettes in clay</p> <p>Identify and explore elements of artworks to creatively inform own work and outcomes</p>	<p>Recognise the codes and conventions that define different creative forms in art, craft and design so they can research, plan and develop their own work. when and how to look at the works of artists to help resolve creative problems to inform their own work</p> <p>How to apply their experience of drawing, painting, printing, tactile and constructed processes/techniques, selecting suitable tools to enable them to design and make art works.</p>	<p>Express opinions about own and others artwork. provide honest assessment and purposeful feedback to their peers describing strengths and possible next steps.</p> <p>Use descriptive and critical language use the specialist language of discourse to express views and interpretations, drawing on their understanding of the creative works they study using spoken and written forms.</p>
	Confident or exceeding	7c-8a	<p>Confidently extend and control practical skills using their sketchbook, to develop personal ideas and playfully explore creative approaches.</p>	<p>Playfully engage in open ended research experimenting with drawing and design techniques to produce more expressive designs.</p>	<p>how particular periods, genres, styles or aspects of design contain visual and expressive characteristics that convey meaning in ways which can be appropriated in their work.</p>	<p>Understand and explain how artworks convey message, meanings and mood.</p>
			<p>take a role or lead a group when organising complex activities and with attention to detail, avoiding mess and responsibly clearing away after practical activities.</p>	<p>confidently analyse and select characteristics from their study of visual art, artefacts, cultural and digital media which they can design into new ideas.</p>	<p>Know about the ways in which signs and symbols are used by artists to convey messages</p>	<p>Evaluate own and others work using success criteria.</p> <p>Identify actions for strengthening own artwotk.</p>

Year 8 Learning Journey 'How do artists explore the concept of identity?'

		Skills	Ideas	Knowledge	Evaluation	
Embed	Emerging	3c-4a	<p>Develop making skills by exploring the properties of a range materials in 2&3D to create intended outcomes</p> <p>Experiment with ways to express elements and explore compositions in 2D and 3D</p> <p>Sustain concentration working safely with control when using different tools and exploring materials for a purpose.</p> <p>Apply technical understanding gained through the study of artworks to interpret and inform creative actions.</p>	<p>Work with purpose responding to stimulus showing ideas in 2D and 3D and taking creative actions to developing their ideas</p> <p>Use a sketchbook for different purposes- recording, planning and ordering ideas.</p> <p>Draw - design/plan/make works in a variety of scales and to exploit the qualities of different materials</p> <p>Show how their study of the work of artists and designers has informed their actions to improve their outcome.</p>	<p>The difference between drawing, collage, painting, print and something constructed, modelled or digital.</p> <p>Select correct tools for controlling their mark-making, painting/craft</p> <p>Select and mix different colours, and apply colour to express ideas.</p>	<p>Respond to the creative outcomes of others with an open mind, expressing personal interpretations.</p> <p>Respond to teacher's guidance on strengths and aspects for development that will lead to improvement.</p> <p>Show that they can use their research on artists and designers to inform their creative decisions.</p>
	Secure or meeting	5c-6a	<p>Improve practical skills. understanding the qualities of materials and processes. Purposefull investigate</p> <p>Work safely to explore different media, processes to express personal ideas, communicate meaning in 2D and 3D media - social issues.</p> <p>Create imaginative responses and representations of the real world in response to artists. Adapt and change the characteristics for a specific meaning.</p>	<p>Effectively use research into artists/cultures to develop ideas</p> <p>Improve accuracy when recording from observation, memory and imagination to develop ideas.</p> <p>Develop ideas and plan intentions following a sequence of design steps evidenced with e.g. thumbnail studies, annotation, multiple views, compositions and maquettes.</p>	<p>Mix and apply colour so they can convey concepts such as warm and cool, or express meanings and emotions.</p> <p>Use understanding of dry and wet techniques, colour theory, structure and surface qualities to create and communicate moods and meaning</p> <p>How to interpret and respond to different creative forms from diverse historical periods, cultures and times.</p>	<p>Respond to the creative outcomes of others with an open mind, expressing a preference and personal interpretation.</p> <p>Explain the purpose and intentions informing their work and respond to teacher's guidance on strengths and aspects for development that will lead to improvement.</p> <p>Show that they can use research on artists to inform creative decisions.</p>
	Confident or exceeding	7c-8a	<p>Confidently investigate and exploit the potential of new and unfamiliar materials, engaging in purposeful and open ended experimentation in which their ideas and purposes are clear</p> <p>Extend practical and technical skills informed by investigation of the descriptive and expressive qualities of elements using various materials.</p> <p>Work confidently to improve understanding of the properties of different materials and how they can be manipulated to communicate meaning.</p> <p>Exploit the unique characteristics of the work of the artists in order to inform creative actions and the selection of processes and techniques.</p>	<p>Explain how selection of an artist informs personal actions to realise creative intentions.</p> <p>Engage in purposeful and open ended research to inform, experimentation and investigation leading to the development of ideas in the pursuit of creative intentions.</p> <p>Achieve proficiency in the use of virtual and paper based drawing (including collage, multi-media tools) to perceive, communicate and invent.</p> <p>Exploit the characteristics of design to review, modify, evolve and improve designs through several stages.</p>	<p>That colour, surface, form, mark and techniques used by creative practitioners convey emotions and subtle moods</p> <p>How to exploit the appearance of modelled and painted surface characteristics including wet, dry, or wet on wet techniques, applying knowledge of colour or 3D media techniques to express an intention.</p> <p>How individual experience and cultural contexts shape what artists and designers make, using this to critically inform improvements in their own work.</p>	<p>Extend research to identify new and innovative practice that challenges thinking about what art is and can be .</p> <p>Describe how interpretations of art from different periods and times have informed their own actions to improve.</p> <p>Express own opinions through their evaluations of several artists, how their work is a product of their culture, time or place.</p>

Year 9 Learning Journey 'How do artists use imagination to communicate?'

		Skills	Ideas	Knowledge	Evaluation	
Becoming GCSE Ready	Emerging	3c-4a	<p>Develop own practical skills by selecting, experimenting and using a range of materials and techniques to create work which realises intentions.</p> <p>Work with some independence, understanding of the artistic elements and study of artists to inform how to use materials and create outcomes.</p> <p>Improve thoughtful selection and safe handling of different materials when drawing, painting, using 3D or tactile media and digital outcomes.</p> <p>Use simple perspective to create images that illustrate the real world, solid form and space.</p>	<p>Complete plans with guidance that express their ideas and intentions in 2D and 3D</p> <p>Record observations and develop designs towards an outcome.</p> <p>Explain how the study of artists has led to improvements in their actions and informed changes to their outcomes.</p>	<p>about the differences between art, craft, design and architecture, with some understanding of historical purpose.</p> <p>About and describe how to interpret and use the work of some artists informing actions.</p> <p>How to apply technical knowledge of materials and processes to improve their control of techniques and practices.</p>	<p>Reflect upon what they like and dislike about their work in order to improve it and explain what they like and what they will do next.</p> <p>Evaluate their strengths and development needs to inform the actions that will lead to improvement.</p> <p>Show how understanding of different creative, media and design industries informs their attitude and creative actions.</p> <p>Analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications in their work.</p>
	Secure or meeting	5c-6a	<p>Understand how to cut, shape, mould, cast, construct and work a range of art, craft and design materials in two and three dimensions exploiting their properties to create work.</p> <p>Demonstrate a confident and sensitive understanding of the of the artists studied with control of the artistic elements in the creation of effective and successful outcomes.</p> <p>Work effectively and improve their proficiency in the safe handling of different materials when drawing, painting, using 3D and tactile media, lens or light based outcomes.</p> <p>Understand and apply principles of perspective to create images that effectively represent the real world and visually illustrate their ideas.</p>	<p>Independently plan and model ideas and intentions in 2D and 3D using imagination to sequentially explore ideas, thinking visually</p> <p>Effectively control the use of a range of drawing and designing techniques when recording several observations in sketchbooks, of ideas working towards an outcome.</p> <p>Exemplify how their explorations in sketchbooks or in other media enable them to design for better quality outcomes.</p> <p>Demonstrate how research and investigation of diverse artists, designers and other sources has led to several different versions of an idea and how creative decisions have resulted in improvements to the proposed outcome.</p>	<p>About the history of art, craft, design and architecture, including periods, styles and major movements from ancient times to today.</p> <p>How to explore techniques used by major contemporary or historic artists, as well as other cultures, to inform creative interpretations.</p> <p>How to increase proficiency in the handling of materials and purposefully use, the tools and techniques they have chosen to work with.</p>	<p>Show perceptive evaluation when reviewing their strengths, development needs and actions leading to improvement.</p> <p>Apply understanding of the scope of the different creative, media and design industries when designing, making and creating.</p> <p>Explain and use understanding of different conventions, codes, genres, styles and traditions to inform their own judgements and strengthen next steps.</p> <p>Provide a reasoned evaluation of purpose and meaning informing personal choices when developing their ideas, creative plans and actions.</p>
	Confident or exceeding	7c-8a	<p>Experiment, explore, investigate, test, adapt and safely use a variety of materials, processes and techniques, imaginatively, expressively and creatively.</p> <p>Refine the technical, creative and expressive skills informed by their study of artists and cultures to exploit the qualities of materials using all the artistic elements.</p> <p>Take creative risks as they exploit the properties of 2D, 3D and tactile media when developing ideas to realise their creative intentions.</p>	<p>Purposefully pursue ideas and approaches leading to imaginative, personal and original responses that communicate meaning using a broad range of media.</p> <p>Confidently take creative risks with drawing, designing and investigative techniques when recording observations and studies in sketchbook, as they work towards an outcome.</p> <p>Exploit the differences between drawing and design using both approaches to develop personal ideas and explore creative options</p>	<p>How individual experience and cultural contexts shape what artists and designers make, using this to critically inform improvements in their own work.</p> <p>How to interpret the ideas of artists and designers from other cultures and why there are different social, cultural political, spiritual or moral contexts.</p> <p>How to apply knowledge of the properties and characteristics of materials to select techniques and control outcomes.</p>	<p>Use their understanding of the creative, media and design industries to inform their creative actions and their awareness of career opportunities.</p>