Long Term Plan: Art E 2022 2023 NSG Assessment Calendar



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 7	Colour	Pop Art - Andy Warhole	Still Life	Still Life	Sugar Skulls	Workshop skills
	 1- Baseline - Portrait drawing & shading 2- Colour Wheel - Primary and secondary 3- Colour Wheel - Tertiary colours 4- Assessment Colour - Tints, hues and shades 5- Improvements 6- Colour pallets - warm and cool tones Artist in focus 	 1- Tonal shading techniques - cross/hatching etc 2- Facial Proportions - guidelines and rules 3- Improvements 4- Mark making techniques - felt tips 5- Poster paint techniques - flat and bold 6- Watercolour techniques 	 Ellipse and symmetry Tonal colour - application and light sources Exploring light and dark Proportion and drawing from observation Improvements Oil pastel techniques 	 1- Texture - impasto and acrylic paint 2- Tonal shading techniques 3- One point perspective (Building) 5- Improvements 4- Geometric Pattern: Motif, twists turns, and mirrored 5- Pattern tesselation 	Designing a sugar skull 2-Improvements 2- Pattern application: Motif, twists turns, and mirrored 3- Creating an Armature 4- Designing a sugar skull in the style of Thaneeya Mcardle 5- Salt dough/clay techniques 6- Base colour and Pattern application	 Painting techniques - fineliners Improvements Charcoal techniques 1 - The flip book Charcoal techniques 2 - The flip book Chalk Pastels Marbling techniques
Assessment	Tints shades and hues	Face and proportion	Proportion	1 point perspective	Sugar Skull Design	3D Sugar skull
Year 8	Natural forms and Printing - Orla Kiely1- Designing a Pattern - In the Style of Ora Keily2- Symmetry and Natural forms3- Designing - In the style of Ora Kiely4 -Themes To create your own theme (in the style of OK- 3 themes)5- Improvements	 Arts and Crafts Movement - William Morris 1- Drawing natural forms from observation 2- Drawing from observation - grid method 3- Designing - In the style of William Morris 4- Improvements 5- Engraving techniques - Design application 6- Chromolithography - Multicoloured prints 	Buildings - Jame Gulliver Handcock 1- One Point perspective - Architecture 2- Horizon Lines - Ratio and proportion 3- One Point Perspective - James Gulliver Hancock 4- Watercolour Techniques 5- 2 point perspective 6- Improvements	Modern Art - Hundertwasser 1- Collage - Hundertwasser 2- Composition - framing and selecting 3- Composition - sketching 4- Texture - mixed media 5- Evaluation 6- Improvements	Fantasy Art - Diorama1- Elements - Fantasy Artists2- One point perspective - Selection of scene3- Designing - Fantasy Character4- One point perspective - Backgrounds .5- Materials - selection and annotation6- Improvements	Fantasy Art - Diorama1- Painting techniques - wash, dry brush2- Painting techniques - illusion of perspective3- Fimo sculpting techniques4- Fimo sculpting techniques5- Improvements6- Diorama assembly 7- Foreshortening
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Year 9	The Basics	Visual Elements	Printing - Cath Kidston		3 <u>D Sculpture - Tim Burton</u>	3D Sculpture - Tim Burton
	 Baseline - observation drawing and tonal shading Improvements Scale and proportion Colour pallets - analogous, complementary, impressionist Composition - rule of 3/5/7, foreground, background and light source Still life assessment 	 Improvements Analysing art work - line, tone, form etc Texture: Media experimentation Snap seed editing: double exposure, lens blur and B&W Mounting - presentation skills Brush technique Improvements Photopea: Saturation and exposure Visual elements 	 Motifs - rotation and symmetry Lino cutting techniques Scale, heating etc Improvements Monoprints - tints, shades and hues Composition and analysis Improvements 	 Pattern and repetition - drops/half drops Watercolour technique - paint/pencils Acrylic and wet brush technique Improvements Exaggerating facial proportions Exaggerating body proportions 	 1- Designing a Tim Burton style character 2- Improvements 3- Wire armatures 4-Clay application (body) 5-Building a face with clay 6 -3D model paint techniques 	 Improvements Tim Burton Study Charcoal Oil Pastel Oil paint Snap seed editing - Marbling Calligraphy and type face
Assessment	Tonal Shading /24	Colour blending /24	Lino cutting /24	Acrylic technique /24	Tim Burton Design /24	3D Sculpture /24
Year 10	Start C1 Portfolio A01 1- Clay techniques 2- Clay techniques - building a face 3- Mood Boards - Fantastic and strange 4- Artist research - Analysis 5- Improvements 6- Mounting and presentation skills	A01 Focus (Artist 2) 1- Improvements 2- Mood board 3- Artist analysis 4- Recreate an artists work 5- Mounting and presentation skills 2 6- Improvements 7- Pastiche	A02 - Refine Ideas 1- Media - Pencil and collage skills 2- Media - Biro and natural materials 3- Media - highlighter and coloured pencil 4- Charcoal 5- Improvements 6- Inks	 A03 - Record Ideas 1- Photo editing techniques - double exposure, saturation and cyanotype 2- Improvements 3- Lino printing - Designing and cutting 4- Printing techniques - mono/relief/colour 5- Improvements 6- Digital Collage 	A04 - Final Outcome 1- Composition - digital processes 2- Drawing - primary sources and media selection 3- Foreshortening - viewpoints 4- Improvements Drawing and media experimentation 5- Pastiche 6- Pastiche	A04 Focus Final Outcome (Personal Response) 1- Improvements Composition plan 2- Final design and media plan 3- Time plan and creative risks 4- AO4 Mock exam 10 hours 5- Improvements 6- Refinement (Coursework project completed)
Assessment	CW A01 - Artist Research Mid Point Assessment Week 7	Deadline CW A01 Week 12	CW A02 Mid Point Assessment (Record & Refine Ideas) Week 18	CW A03 Mid Point Assessment (Record & Refine Ideas) Week23	Deadline CW A01, A02, A03 Week 32	A04 2 Day Mock 10 Hr Mock Exam Over 2 days

Year 11	A04 - Refinement/ additional skills workshops 1- Improvements 2- Final Outcome 3- Artist Research 4- Pastiche 5- Secondary sources 6- AO4 - complete 7- Foreshortening - Watercolour pencils	A01 - Refinement/ additional skills workshops 1-Natural media - coffee and tea 2- Snap Seed 3- Perspective and pen 4- Inks and Marbling 5- Quick Sketching 6- Media of choice 7- ALL COURSEWORK COMPLETE Marking, moderation and standardisation of CW A01-A04	(ESA) Preparation 1- Artist Research 2- Artist Research 3- Artist Research 4- Charcoal/Chalk 5- Pen/Ink 6- AO1 - complete Released 2nd Jan Marked out of 96	Externally Set Assignment (ESA) Preparation time 1- Brusho 2- Colour/tonal pencil 3- Biro/watercolours 4- Primary Sources 5- Primary Sources 6- AO2/3 - completed	Exam 10 Hrs over 2/3 days A04 Final piece 1- Composition 2- Plan and Material 3- 10 Hour Art exam 4- Exam completion	Course Complete
Assessment	Assessment Point AO4 Week 6 Estimated Entries' by 10 October annually to access early pre-release	Final Deadline CW Week11	Exam A01 - Artist Research (_/24) Week 20	Exam A02, A03- Record & Refine Ideas Week 26	10 Hour Exam Week 29	