

# Year 7

# Art & Design



The Year 7 Art and Design curriculum is a very full and exciting SoW enabling students to explore and experiment with different materials, to build their confidence, resilience and independence. Each half term is themed around a different continent allowing the opportunity to bring in knowledge from other subject areas to reinforce their learning and engagement.

Students are provided with an art pack which includes a folder, pencil, rubber, pencil sharpener and a sketch book. Homework expands understanding and encourages independent research and is set fortnightly. Computers and printing facilities are available in the Art Department after school if students wish to complete their homework at school.

We celebrate the students' achievements and share examples on social media and whenever available display the work in the Sp4L.

The lessons combine the key skills for Art and DT focuses on core foundation skills: planning, designing, researching, cutting, measuring, folding and an awareness of health and safety. Students have 5 lessons per cycle and a Year 7 Art Club is currently running on Monday after school. There is also an opportunity to gain the Bronze Arts Award which is accredited by the Arts Council in the after school club. Students can also earn an in house Arts Participation Badge if they participate with extra-curricular Arts activities.

Autumn Term		Spring Term		Summer Term	
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Europe	Antarctica	Asia	North America	Africa	South America
Exploring notion of identity and how to represent visually	Researching the environment and animals of Antarctica	Understanding and exploring cultures that use masks	Researching and understanding the symbolism used in North American artefacts	Researching and understanding the use of pattern with African Cultures	Team work responding to a design brief exploring adornment in South America
One point perspective	Developing cut paper skills	Designing and planning a 3D mask	Designing and planning a totem pole	Development of pattern and tessellations	Design and development of a piece of adornment such as a headdress or jewellery
An introduction to the Renaissance and Western Art. Construction of a personal Treasure Box/Alter piece	Construction of a 3D diorama and working as part of a team	Making of a 3D Asian inspired mask with a range of materials including papier mâché and paint	Construction of a 3D totem pole	Designing and planning of an Ndebele House and/or creation of a story book for children	Presentation of work