

Sequence	Topic title	Outline of Main Content / Objectives	Assessment(s) formative and summative (indicative)	Links to GCSE
8 lessons	Animals in Art 2D	<p>Students explore the use of animals in art. They look at the work of Henri Rousseau and develop their own compositions of a jungle scene having studied the shape and detail of flowers and plants. They learn about Foreground, Middle-ground and Background.</p> <p>Once their own jungle composition is designed and drawn the students add in a variety of animals. When painting their design, they look carefully at the use of colour and detail to create variation and depth.</p>	<p>Rousseau research (F) Rousseau Quiz (F) Watercolour Leaf studies (F) 50 shades of green (F) A4 Jungle design (F) Own jungle plant design (F)</p> <p>Final Rousseau style jungle painting (S)</p>	<p>AO1 Develop – Research and analyse the work of Henri Rousseau and develop own jungle painting.</p> <p>AO2 Refine – Explore mixing as many shades of green as possible and demonstrate understanding of how to convey depth.</p> <p>AO3 Record - Demonstrate artistic ability by drawing and painting accurately.</p> <p>AO4 Present – Finished Rousseau style jungle painting.</p>
8 lessons	Animals in Art 3D	<p>Continuing with the theme of animals in art students look at the work of a 3D animal artist. They create accurate observed drawings of animals and/or mythical creatures. They then combine animals together to create a unique design. Students learn a variety of modelling techniques and how to create textural qualities in clay.</p>	<p>3D animal artist research (F) Animal studies (F) Skin studies (F) Clay animal storyboard (F)</p> <p>Final clay animal (S)</p>	<p>AO1 Develop – Research and analyse the work of a 3D animal artist. Develop a combined animal design from previous animal studies.</p> <p>AO2 Refine – Explore surface texture recreation and clay modelling techniques.</p> <p>AO3 Record - Demonstrate artistic ability by designing and creating a unique. creature</p> <p>AO4 Present – Finished clay animal.</p>
6 lessons	The Human Figure Fashion figures	<p>Having studied accurately proportioned figures the students analyse fashion figures and recognise that they are instead elongated and exaggerated. Looking at contemporary Japanese Fashions students draw their own fashion figures and clothe them in the contemporary designs studied. Once drawn they carefully recreate the colours using mosaic style collage.</p>	<p>Fashion figure elongated body studies (F) Crazy Japanese fashion research (F) Seasonal themed mood-board (F) Own themed costume design (F)</p>	<p>AO1 Develop – Research a seasonal theme with collected images and develop a costume idea.</p> <p>AO2 Refine – Explore collage techniques and materials.</p> <p>AO3 Record - Demonstrate artistic ability by using collage to accurately recreate the chosen fashion figure and outfit.</p>

			Final Collage mosaic fashion figure (S)	AO4 Present – Final mosaic fashion figure collage.
6 lessons	The Human figure Matisse and Klimt	Combining figure drawing from life and artist’s figure studies from secondary sources students will study the use of pattern and colour in the figurative work of Matisse and Klimt. The project aims to introduce the concept of simplification of form and composition through the use of mixed media, colour and pattern.	Matisse and Klimt artist research (F) 10-15-minute life drawing studies (F) Klimt pattern studies (F) Final large scale Matisse and Klimt based Figure study (S)	AO1 Develop – Research and analyse the work of Klimt and Matisse and use this to develop a final composition. AO2 Refine – Explore a variety of mixed – media techniques. AO3 Record - Demonstrate artistic ability by accurately mimicking the art styles of Klimt and Matisse. AO4 Present – Finished figurative artist style demonstrating understanding of the artist’s style and the figure.
6 lessons	Emphasizing Form Through Tone	Students explore tone whilst studying still-life. They gain an understanding of tonal effects and colour families. The students develop the skills to create the illusion of 3D form on a flat surface by using changes in value. They understand how to create dramatic and subtle changes in value having investigated shading techniques such as hatching, cross-hatching, stippling, scribbling and blending. They will then move into monochromatic studies having investigated gradated scales of tints and shades.	Monochrome artist research (F) Tonal elliptical object study (F) Gradation studies (F) Large scale monochromatic still-life study (S)	AO1 Develop – Research and analyse the work of a monochrome artist and develop an understanding of colour families. AO2 Refine – Explore a variety of 3D shading/colouring techniques. AO3 Record - Demonstrate artistic ability by accurately drawing and shading objects to create 3D form. AO4 Present – Finished monochromatic still-life study demonstrating 3D understanding.