


Department	ART AND DESIGN: Graphics	 HeathPark EVERY PUPIL ALWAYS IN FOCUS
Key Stage	KEY STAGE 4 - Year 9	

Dates Delivered	Unit Title	End Points	Substantive Knowledge What will they learn about in this topic?	Disciplinary Knowledge What subject concepts will be developed through this topic?	Assessment Method	Key Course Guides & Reading
Autumn 1 to Spring 2	Portraiture	<p>Students will begin the first year of their specialist discipline by exploring specific techniques, materials and processes. Students will experience workshop style lessons in order to develop their skills and explore their chosen discipline in more detail. Students will learn through the theme of Portraiture, looking at a range of artist responses for inspiration. Portraiture is an old art form which could be a drawing, photograph, painting, sculpture and today created using multiple mediums with the aid of digital technology. Portraits have always been more than just a way of recording. They have been used to show the power, importance, virtue, beauty, wealth, taste, learning or other qualities of the sitter. Students can choose the focus of their workshop as either themselves or people they admire. Towards the end of the</p>	History of portraiture	<ul style="list-style-type: none"> • Timeline and art periods • Artist research and analysis • How portraiture has developed and is used within design. 	<p>Half term reviews</p> <p>Written and verbal feedback</p> <p>Peer and self-assessment</p>	KS4 Graphics knowledge book
			Initial ideas and research	<ul style="list-style-type: none"> • Selection of appropriate resources and information. • Creative presentation techniques. • Develop independence and personal style. • Visual language. • Analytical skills. 		
			Drawing	<ul style="list-style-type: none"> • Drawing digitally and by hand • Geometric portraits • Artist research and analysis 		
			Mono printing	<ul style="list-style-type: none"> • Mono printing process • Artist research and analysis • Layering • Collage 		
			Photoshop pop art, glitch, typography, marcel	<ul style="list-style-type: none"> • Colour theory • Layering • Tones • Distort • Blur • Typography • Collage • Artist research and analysis 		
			Illustrator dela deso, Julian Opie, Parys Gardener,	<ul style="list-style-type: none"> • Layering • Pen tool • Colour 		

		project students will select a material or process which they want to explore in more depth and develop their ideas towards creating a final piece of work.		<ul style="list-style-type: none"> • Tone and shades • Artist research and analysis • Documenting a scene 		
			Photography double exposure, food art	<ul style="list-style-type: none"> • Photoshop techniques • Image adjustment • Layers • Manipulating materials 		
			Collage Hattie Stewart	<ul style="list-style-type: none"> • Image manipulation • Combining materials • Magazine analysis • Working by hand vs digital techniques 		
			Refining ideas	<ul style="list-style-type: none"> • Artist inspiration • Combining techniques • Improving and developing skills 		
			Final piece (A3)	<ul style="list-style-type: none"> • How to present a personal and meaningful response 		
Spring 2 to Summer 2	Animals in Art	Students will begin with a design brief where they will be asked to design and create an adoption pack or a book cover for an animal of their choice. Students will explore the design work/illustrator of different charities/children's books and how they communicate with their audience, looking at the dangers to different animals in today's society. Students will create a range of animal experiments using their prior knowledge of different processes and techniques and inspired by different designers/artists/illustrators. Students will create design ideas for their adoption pack/book cover and create different artwork	History of Graphic communication	<ul style="list-style-type: none"> • Visual language • Context of artists and their time periods. • Presenting information 	Half term reviews	KS4 Graphics knowledge book
			Design brief analysis	<ul style="list-style-type: none"> • What a design brief is • The role of a graphic designer • Identifying keywords and vocabulary 	Written and verbal feedback	
			Initial ideas research	<ul style="list-style-type: none"> • Selection of appropriate resources and information. • Creative presentation techniques. • Develop independence and personal style. • Visual language. • Analytical skills. 	Peer and self-assessment	
			Grunge art work	<ul style="list-style-type: none"> • How to press print successfully using specialist equipment and materials, building on detail and the use of layered prints. • Create a texture/surface through collage and mixed media. • Link experiments to identified artist. 		

options. Students will create and present their final outcome.

Psychedelic design	<ul style="list-style-type: none"> • Discovering a new art movement and it's key features. • Working in an artist's style • Working across multiple software platforms for the first time to achieve the outcome.
Pop Art	<ul style="list-style-type: none"> • Explore pop art in more detail – specific artists that are a little less literal/obvious. • Working in an artist's style digitally/by hand or both • Working across multiple software platforms building on previous experiment (psychedelic)
Graffiti art	<ul style="list-style-type: none"> • Stencil design • Craft knife skills and H&S • What context is and how the context of the piece changes it's meaning (where is the piece, how big, what juxtaposed objects are added?)
Cubism	<ul style="list-style-type: none"> • Interpreting a style and understanding that a drawing does not need to be photo realist to be successful. • Combining multiple angles into a piece of work. • Working in a more refined manner using materials such as; oil pastels, watercolour, pencil
Watercolour	<ul style="list-style-type: none"> • Drawing for purpose and target audience • Refining application of watercolour to fit artist link • Combining use of pen and ink and watercolour.
Logo sketches & Digital logo	<ul style="list-style-type: none"> • How to create quick sketches • Scanning • Pen tool • Colour palettes • Developing ideas.

			Design ideas and Final piece	<ul style="list-style-type: none">• Artist inspiration• Combining techniques• Improving and developing skills• How to present a personal and meaningful response	
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