



The Year 9 Learning Journey: Identity

This unit covers:

- Artist research/Conceptual Art
- Portraiture
- Collage
- Typography
- Selecting a campaign
- Stencil design and making
- Composition
- Mixed media

Year 9 – Activism

Art & Design

Assessment Objectives	
Develop	Ability to develop ideas inspired by artist and primary research.
Experiment	Ability to experiment with a range of drawing materials, exploring different processes and techniques.
Record	Explain creative judgments through reflective practice. Plan for final outcomes.
Create personal response	Create a final piece which responds to the theme.

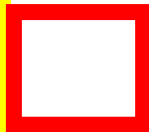
Key

Course Info

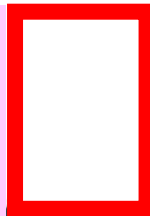
Key assessment Point



AO1 Develop:
1. Artist research on Banksy.



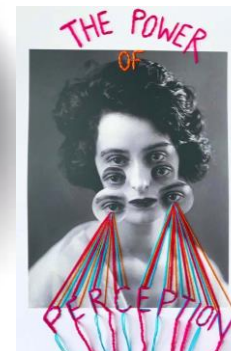
AO2 Experiment
3. Research on Victoria Villisana.
4. Mixed media portrait.



AO3: Record
7. Research an issue and famous activist.

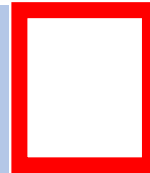


AO4: Create
7. Create a final campaign poster using paint, collage.



AO2 Experiment
5. Stitch techniques.
6. Brush techniques.

AO3: Record
4. Plan and design a personal campaign.



AO4: Create
6. Complete poster with stencil and stitch.

AUTUMN START

SPRING UNIT 2

AO1 Develop
2. Banksy inspired collage/spray paint sample.



Home learning

Artist Research

Image Collection

Teams Log

Evaluations based on practical skills



The Year 9 Learning Journey:

Identity

This unit covers:

- Comparative studies
- Observational drawing
- Weaving and wire knitting
- Exploring fashion and body adornments.
- Working with recycled materials
- 3D design

Year 9 – 90s collection

Key



Course Info



Key assessment Point

Art & Design

Assessment Objectives

AO1: Develop

Ability to develop ideas inspired by artist and primary research.

AO2: Experiment

Ability to experiment with a range of drawing materials, exploring different processes and techniques.

AO3: Record

Explain creative judgments through reflective practice. Plan for final outcomes.

AO4 Create:

Create a final piece which responds to the theme.



AO2 Experiment

- 3. Textured drawings
- 4. Weaving

AO3: Record

- 7. Planning designs for body adornments

AO1 Develop:

- 1. Comparative study: Jane Bowler and El Anatsui

AO1 Develop

- 2. Observational drawings inspired by everyday objects/90s fashion

AO2 Experiment.

- 5. Wire samples (construction)
- 6. 3D samples using recycled materials.

AO4: Create

- 8. Develop 3D final piece using your strongest techniques.

AO4: Create

- 9. Create a final piece inspired by 90s fashion.



SPRING 2 Start

SUMMER

Home learning

Artist Research

Image/object collection

Recycling

Evaluations based on practical skills