



Blue Coat Church of England Academy

Year: 7

Subject: Art

Overview

Here at Blue Coat Church of England Academy all Key Stage 3 Art, Craft, and Design pupils are allocated two lessons per week within a rotation with technology and follow a rich and varied programme of study. The schemes of work are structured to ensure that by the end of Key Stage 3 all pupils have a broad understanding of a wide range of Art, Craft and Design techniques and the use of media and practices. Art, Craft, and Design stimulate creativity and imagination. It provides visual, tactile and sensory experiences, and a special way of understanding and responding to the world. Pupils are able to use their art work as a form of visual communication and personal expression in a variety of media and techniques. Pupils are taught to use a range of different media and look at famous artists, craftsmen, and craftswomen to help inspire ideas and creativity. They have opportunities to take part in whole school cross-curricular art projects.

A minimum of 4 pieces of homework is issued within each scheme and covers themes of research, activity and critical studies. Pupils are taught to develop their creativity and ideas and increase proficiency in their execution. They develop a critical understanding of artists, sculptures, and designers, expressing reasoned judgments that can inform their own work. Homework at KS3 embeds the importance of independent study, preparing pupils for KS4 and KS5 when independent study is fundamental to pupil's progression.

Pupils are taught:

- To Understand and demonstrate their knowledge of a variety of media.
- Develop creative ideas influenced and inspired by artists crafts people and designers.
- Review and refine work, demonstrate a range of practical skills and show creativity.
- Present a clear, visual narrative when responding to stimulus, demonstrating an understand of the visual language and formal elements.

Current curriculum overview of KS3:

Fantastic creatures:

In this unit, pupils will explore the visual components of the formal elements of line, tone, texture, form, space, shape, colour and pattern. Pupils will use the elements in their work and develop their knowledge of a visual language. Pupils will also develop their practical skills in drawing and painting. As well as exploring and experimenting with manipulating of media, techniques and processes within work. The additional theme for this is 'Mythical creatures' this creates an interesting subject matter that can encompass all the elements to create an exciting and inspiring project. The project is based around Mythology, looking at myths, legends and cosmology of ancient civilizations.