

End Game		The art curriculum at The John Madejski Academy should ensure that our students: <ul style="list-style-type: none"> - Are able to think in sophisticated and creative ways as a result of their experiences of the visual art curriculum. - Can use and apply a range of high quality resources, reference material, experiences and information to different artistic contexts - Are independent learners, many of whom are high achieving and ambitious young Art leaders. - Have achieved high levels of technical competence in a number of different areas of the visual arts. - Have a deep understanding of both historical and contemporary artistic practice. 		
		1	2	3
Year 9 Art 1hr	Fertile Question	Science cells 2D textiles (condensed version) How can we use the mathematics and science of nature to create art?		Science cells 3D Sculpture(condensed Version) How can we use the mathematics and science of nature to create art?
	Content	Golden Ratio Angles, repetition		Measuring- angles, 3D forms Scale/proportions Spatial construction
	Concepts	Visualising the golden ratio –animals, nature, architecture, graphic design		Hyperbolic creations 3D representation , contour drawings
	Knowledge	Textile techniques – hand and machine stitching Embroidery stitching Felt making Silk painting		Mixed media Willow, clay, modrock plaster, wire, origami, cardboard
Year 9 Art 2hr	Fertile Question	Science cells 2D printing/graphics How can we use the mathematics and science of nature to create art?	Science cells 2D textiles How can we use the mathematics and science of nature to create art?	Science cells 3D How can we use the mathematics and science of nature to create art?
	Content	Measuring Scale/proportions Graphic techniques	Golden Ratio Angles, repetition	Measuring- angles, 3D forms Scale/proportions Spatial construction
	Concepts	How 3D depth can be created in a 2D form	Visualising the golden ratio –animals, nature, architecture, graphic design	Hyperbolic creations 3D representation , contour drawings
	Knowledge	Perspective to create depth and distance Using colour to exaggerate composition Use tone Collage, layering relief Pen & Ink, marbling, Printing	Textile techniques – hand and machine stitching Embroidery stitching Felt making Silk painting	Mixed media Willow, clay, modroc plaster, wire, origami, cardboard
Year 8 Art & DT	Fertile Question	How can we explore self-image and human form through Art?	How does art show your identity/ group identity? 2D media	Are we really individuals or merely part of ‘society’? To be discussed further with AFU
	Content	Explore the selfie/portraiture (history of) Artists influence on our work	Use of text in art	Transferring 2D imagery to fabric to show an influence of culture Understanding Resist techniques Understand the work of Yinka Shonibare and his influences
	Concepts	How has portraiture change over time? How are portraits portrayed in art? Portraiture as a means of representation	How groups of people show they are united as one. Symbols of common unity and What lies behind Art? What is the narrative? How do you show expression and meaning in your work	Does race and class dictate who we are? Does colonialism still exist? Are we ‘aliens’ Do ‘Aliens’ exist? Do we alienate others? How? Why? How to make a statement in a visual way. How to question the social and political climate to create art.
	Knowledge	Proportion of the face Proportion of the figure	Expressive mark making Artists who make a statement.	Design 2D visual patterns for fabric How to do Batik Construct templates to create a pattern, Construct maquettes. use sewing machines
Year 7 Art & DT	Fertile Question	What are the elements of Art? - Formal elements	What is design? Fish project - Creativity	DT - Can Art and DT work together? Are they the same/different? How? Why? To be discussed further with AFU

Content	Exploring Line, Tone, Texture, Shape, Form,	How to design - the process Designing 2D Designing 3D Application of theory and techniques to a design.	What are the properties of materials? - Wood - What is a soft wood, hardwood, manufactured etc.
Concepts	How arranging elements together creates different art forms. How we are influenced and find inspirations in the world around us and by existing Artists/designers	Being able to solve a problem by designing in 2D creating a 3D solution	What are the properties of materials? - Wood - What is a soft wood, hardwood, manufactured etc. How to use the best material for its purpose
Knowledge	Formal elements – Tone, texture, form, Shape, line, colour, pattern	Colour theory, paint techniques, Clay techniques	Use of materials RM – wood – ply, softwood, hardwood Using machinery - H&S in the workshop Use of pillar drill, saws, filing, sanding waxing