Art – Y12 – Personal Investigation

MAGHULL HIGH SCHOOL – CURRICULUM MAP



HALF TERM 1 SEPT-OCT	Outcome 1	Outcome 2	Outcome 3	Outcome 4	Outcome 5
	(3-5 lessons)	(2-4 lessons)	(6-10 lessons)	(1-3 lessons)	(6-10 lessons)
торіс (s) Research Photography Drawing	Research -Students to gain knowledge of context and gather ideas. Possible tasks:	Plan -Generate Ideas -Consider materials, techniques, processes. -Annotate all photographs	Digital Edits -Edit own photographs digitally and by hand. -Closely link theme to photographs -Annotate all edits	Contextual Understanding -Students to gain knowledge of context and link this to their own work.	Drawing -Generate ideas through drawing -Draw from observation -Draw using a range of materials/styles/processes -Annotate all drawings
	-Title page -Spider diagram -Mood board -Statement of intent	<u>Possible tasks:</u> -Photography	Possible tasks: -Photoshop -Digital apps -Hand manipulation/collage	Possible tasks: -Artist write up per skill.	Possible tasks: -Observational pen/pencil drawings -Continuous line drawing workshop
Knowledge & Skills	AO1 – Contextual Understanding		AO2 – Creative Making		
development	 use my chosen contextual and other references to develop <i>new</i> thoughts and ideas carry out investigations which are <i>sustained</i> and <i>focused</i> on information relevant to my study; <i>evaluate</i> the methods, approaches, purposes and intentions of artists / craftworkers/ designers and <i>understand</i> how the different contexts in which their work has been produced influence interpretation and meaning <i>apply</i> contextual understanding in ways which <i>inform my own approach</i> 			 convey a <i>sense of purpose</i> in exploring resources, processes and the visual elements <i>carefully</i> select media and techniques and use them <i>appropriately</i> so that they complement my intentions; research stimulating sources for <i>innovative</i> possibilities and <i>proficiently</i> draft my initial ideas review my work regularly to <i>improve</i> and <i>refine</i> it where necessary <i>skilfully</i> handle materials, techniques and processes to produce <i>quality</i> outcomes document <i>coherent</i> evidence of each stage of the creative process with clear relationships established between working methods and outcomes 	
	AO3 – Reflective Recording			AO4 –Personal Presentation	
	 apply myself <i>thoroughly</i> to productive methods of research and enquiry utilise a <i>suitable</i> range of recording methods and <i>competent</i> recording skills transfer ideas and skills to <i>new situations</i> and look for <i>meaning</i> and <i>purpose</i> in my studies <i>thoughtfully</i> review my work and progress to <i>deepen my understanding</i> <i>effectively</i> record ideas, observations and insights in line with my intentions <i>efficiently</i> gather, select, organise and convey the findings of my research 			 present ideas and outcomes which are <i>my own</i> and not plagiarised present my submission in <i>logical order</i> making <i>clear connections</i> between the various parts where appropriate <i>plainly convey</i> and <i>successfully realise</i> my intentions devise an <i>appropriate</i> form of presentation which <i>suits the purpose</i> of my work and <i>engages an audience</i> demonstrate <i>critical understanding</i> in the development of my outcome produce work which is <i>well informed</i> and has <i>meaning</i> for myself and others 	
Assessment / Feedback Opportunities	Formative teacher assessment - verbal	Formative teacher assessment – verbal.	Formative teacher assessment – verbal. Self-assessment yellow box.	 produce work which is <i>well informed</i> a Formative teacher assessment – verbal. Peer assessment yellow box. 	Formative teacher assessment – written.

*Units to work on a rotation when appropriate due to equipment.

Cultural Capital	• Connection to a person with a different background who has shown this through their artwork				
	 Understanding different people/communities and ways of life 				
	Understanding how context effects artwork, and knowing about different context through history				
	Linguistic cultural capital- students develop their means of communication and self-presentation by discussing their own artwork and that of others.				
SMSC / Promoting British	Understanding the work of artists and how they have created artwork in an open society.				
Values	• Spiritual development through independent thinking whilst realising personal ideas and intentions expressed visually.				
(Democracy, Liberty, Rule	Social development as students work is celebrated throughout the school through displays. Students work independently and collaboratively to develop public and				
of Law, Tolerance &	community artworks that express relationships between the students and local community. Students discuss and research a range of artists and art work, encouraging and				
Respect)	developing communication skills.				
Reading opportunities	Reading about the era/art movements studied.				
	 Reading about materials/techniques/processes and how to use them. 				
	 Reading about the work of artists (biographies, gallery reviews, interviews) 				
Key Vocabulary	Design Artists Designer Craftsperson Movement Society Community Identity Highlight Mid-tone Shadow Mark Line Colour Scheme Aesthetics Concept Idea				
	Theme Identity Annotate Evaluate Analyse Describe Composition Layout Sketch Background Foreground Detail Blending Intricate Realistic Photography				
	Photograph Photoshop Digital Edit Digital Manipulation Mono Print Ink Roller Aquatint Drawing Observation Continuous Line Primary Source Secondary Source				
Digital Literacy	Extension activities: Digital art using Kaleido Lens app. Digital drawing using apps. Time-lapse video of artwork Animation using Koma Koma. Firefly resources.				
Cross-curricular links	Maths – proportion/quantities/ratio when mixing colours. Shapes/geometry when drawing.				
	English –writing to evaluate and analyse				
Careers	Designer. Artist. Craftsperson. Curator. Museum worker. Gallery assistant. Illustrator. Architect. Photographer. Print maker. Fashion design. Product design. Interior design.				
	Marketing. Advertising. Creative director. Game designer. Wed designer. Animator.				
	marketing. And the directory of the designer. Wed designer Animator.				