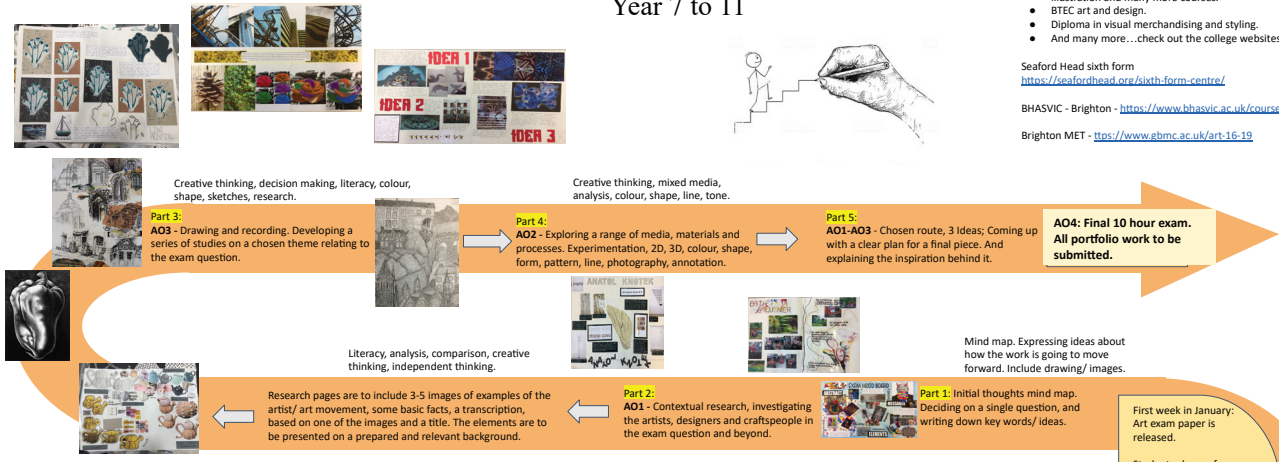


# Art Learning Journey

## Art and Design Learning Journey Year 7 to 11

- Art beyond PCS:**
- A-level: Fine art, photography, graphic design, fashion design, 3D sculpture, 3D design, Computer-aided design, illustration and many more courses.
  - BTEC art and design.
  - Diploma in visual merchandising and styling.
  - And many more... check out the college websites.

Seaford Head sixth form  
<https://seafordhead.org/sixth-form-centre/>  
 BHASVIC - Brighton - <https://www.bhasvic.ac.uk/course-list>  
 Brighton MET - <https://www.gbmc.ac.uk/art-16-19>



**YEAR 11**

Create a portfolio of drawings (AO3) before designing a final artwork inspired by Gothic architecture, Ian Murphy and Art Nouveau stained-glass windows.

Complete and submit all coursework by the first week in January.

First week in January: Art exam paper is released. Students choose from a series of 7 questions and have an allocated time period (approximately 12-14 weeks) to complete a portfolio that fulfills the 4 assessment objectives.

Commence the 2nd Unit: Architecture and stained glass.

Creating a final piece to conclude the 'journey' (AO4).

Designs for a final realisation (AO4).

AO2: Creating airform and wire/ tissue sculptures, inspired by drawings and contextual research.

**YEAR 10**

Unit 1 - Organic Elements: Drawing and recording (AO3)

AO3: Photography and drawings of unusual natural forms.

AO1: Selecting one of 4 areas of the theme and then researching 3 chosen artists.

AO2: Mixed media studies - exploring materials and processes, linked to the chosen artists.

AO3: Observational drawing - tone, form, shape, line, fine details.

Exploring portraiture as a genre, learning about pose and status.

Unit 4: Identity and portraiture: Creating a mixed media artwork, based on a role model, inspired by Teesha Moore, Kehinde Wiley and historical portraits.

GCSE Options talk. Students are shown the current GCSE portfolios and have lessons focused on qualifications and careers in the arts sector.

Unit 3: Architecture Layered collage and mixed media work, inspired by the artwork of Anastasia Savinova and Emmie Van Bievelit.

**YEAR 9**

Unit 1: Perspective and landscape project. Designing a landscape, inspired by Sussex rural locations and the paintings of David Hockney.

Unit 2: British water life drawing and printing project.

Unit 3: Sweets and treats: How artists are inspired by Pop art and Pop culture, focusing on sweets and ice creams.

Unit 2: Drawing and recording - insects

Exploring colour and composition with Sarah Graham.

Using a range of media and processes, exploring micro and macro insects.

Oil pastel studies inspired by the photographer, Levon Biss.

Ice cream paintings by Andy Warhol.

One and two-point perspective.

Sculptures inspired by sweets and cakes of Peter Anton

**YEAR 8**

Painted colour wheel.

Painting skills.

Colour mixing and brush control.

Blending and watercolour painting skills.

Designing, creating a colour palette and painting a final piece demonstrating painting skills.

Learning how to combine architectural lines, applying a range of media and processes.

Colour theory and watercolour/ mixed media painting and collage. Sewing into the artwork for details.

Colour theory: Complementary and harmonious colours.

Planning a drawing and applying directional shading.

Composition, scale, proportion, tone, directional shading.

Unit 3: Architectural lines: The study of different styles of architecture. Inspired by the work of Sunga Parks and John Piper.

Unit 2: Under the Sea: mixed media artwork inspired by Yellens James and other ocean conservation artists.

Colour Theory: Writing about colour relationships and using knowledge to plan the colour scheme for the artwork.

Homework project: Drawing of an apple, pear, pepper or tomato.

Unit 1: Rocket/ space ship drawing.

Shoe drawing: Baseline assessment.

**Skills**

**YEAR 7**

**Task**