## YEAR 9 ART CURRICULUM

RATIONALE	Our Art Department aims to provide an important outlet for the communication and expression of ideas, feelings, and beliefs as well as for physical, spiritual and emotional development. Sequential learning experiences provide individuals with the necessary skills and confidence to embrace the arts throughout their lives.	BRITISH VALUES	Mutual Respect & within class discus
Year 9 Art Curriculum	Unit 1	U	
ΤΟΡΙϹ	Portraiture September - February	<ul> <li>Hip Ho Fe</li> <li>Independently plan and model ideas and sequentially explore ideas</li> <li>Demonstrate how your research and inv sources has led to your own personal id</li> <li>Use the elements of Hip-Hop to influence</li> <li>Graffiti styles</li> <li>Artist influence</li> </ul>	
GENERATE IDEAS	<ul> <li>Information learned about British Black History makers</li> <li>Discussion about Black History and racism leading into a questionnaire</li> <li>Use your own identity to inform your intended portrait outcome</li> <li>Artist influence</li> </ul>		
MAKE	<ul> <li>Increase proficiency in the execution and handling of different materials</li> <li>Continue developing creative confidence</li> <li>Effectively create a tonal portrait using text</li> <li>Make a patterned Kaleidoscope background</li> <li>Take risks and learn from mistakes</li> <li>Make identity pages in the sketchbook inspired by mood and emotion</li> <li>Destroy a self –portrait using own personality to inform the outcome</li> </ul>	<ul> <li>Learn to refine</li> <li>Increase profit</li> <li>Investigating,</li> <li>Critical study of 3D model insp</li> </ul>	ive confidence e and modify designs ciency in their execution an analysing, designing, makin of Artists' styles and expres pired by Hip Hop atcome in response to a set t pattern
KNOWLEDGE	<ul> <li>Research about text portrait artists and styles</li> <li>In depth research about one chosen Black British History Maker</li> <li>Use knowledge of artist's style to inform KaleidaCam background</li> <li>Learn about careers in photography</li> <li>Learn about the Rankin Destroy project</li> <li>Make informed choices about media, techniques and processes</li> <li>Learn to refine and modify ideas</li> <li>Consider how colour can inform an intended outcome</li> <li>Take risks and learn from mistakes</li> </ul>	<ul> <li>How to constr</li> <li>Career as a mile</li> <li>Research</li> <li>Health and sate</li> </ul>	o-Hop iti art repeat pattern and modify ideas ruct a model

& Tolerance of other's ideas, opinions and critique cussions and peer assessment

## Unit 2

## Hop Culture Feb- July

and intentions in 2D and 3D using your imagination to

investigation of diverse artists, designers and other ideas (e.g. Sneaker Artists) ence design work

n and handling of new materials and techniques aking, reflecting, and evaluating pressing opinions

series of sequential development stages

ipment

EVALUATE	<ul> <li>AFL used as part of peer discussion and analysis of work</li> <li>Learn to refine and modify ideas</li> <li>Peer and self- assess</li> <li>Annotate own work</li> <li>Class critiques</li> <li>Evaluate and analyse creative works using the language of art, craft, and design</li> </ul>	<ul> <li>AFL used as part of peer discussion and and</li> <li>Learn to refine and modify ideas</li> <li>Peer and self- assess</li> <li>Annotate own work</li> <li>Class critiques</li> <li>Evaluate and analyse creative works using</li> </ul>
LITERACY LINKS	<ul> <li>Artistic terminology</li> <li>Artist research</li> <li>Annotation</li> </ul>	<ul> <li>Use of ICT to research the work of other An</li> <li>Annotation</li> <li>Artistic terminology</li> </ul>
NUMERACY LINKS	<ul><li>Proportion</li><li>Shape</li></ul>	<ul><li>Scale</li><li>Proportion</li><li>Pattern</li></ul>
ARTISTS	<ul> <li>Anatol Knoteck</li> <li>Rankin</li> <li>Kehinde Wiley</li> </ul>	<ul><li>Rubens Cantuni</li><li>Musketon</li></ul>
CAREER LINKS	<ul> <li>Photographer (Ben Lenoliel – Careers in Art)</li> </ul>	<ul> <li>Mural artist</li> <li>Street artist</li> <li>Footwear designer (Jobs in Art PowerPoint</li> </ul>

## ng the language of art, craft, and design

Artists

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