“ Every child is an artist, the problem is how we remain an artist once we grow up” PABLO PICASSO

YAVNEH COLLEGE ART DEPARTMENT LEARNING JOURNEY

POST-18 PATHWAY

Continue your lifelong love of learning and personal development Continue to be creative!!

PERSONAL AND CREATIVE JOURNEY

Follows the same format as GCSE but time to really become the artist you want to be by deciding your own creative journey!

40% ESA

60% Coursework

A Level

EXTERNALLY SET TASK (EXAM)

Prepare for and sit your actual 10-hour GCSE to give yourself a competitive edge in life

Complete your Portfolio of coursework

Test out your final piece

Develop your ideas for your exam project

Talk to your teacher about your ideas

Read your EST paper in January

Attend regular after-school catch-ups

Ensure all coursework is up to date and ready to be handed in in December

Ensure you are covering all 4 assessment objectives and showing a good range of experimentation

Prepare for 10 hour mock exam in December

Learn to work independently and develop your own ideas to create a personal outcome to the project

YEAR 11

Continue to work on your second GCSE Major Project

Embed excellent study habits and get ahead by attending catch-up and completing homework

JOURNEYS

Embark on your Second GCSE Major project

Complete outstanding work over summer

YEAR 10

TOYS

Create a large lego inspired painted canvas and 3D piece based on TOYS theme

Use photography to develop design ideas for Toys

Embark on your first GCSE Major project

Curriculum linked trip

Complete Y10 mock exams in June (10 hours) to get GCSE ready

ARCHITECTURE

Develop your knowledge and understanding about GCSE Assessment Objectives

Learn how to analyse artist work and develop and discuss your own ideas

Create designs for final outcome

Experiment with photography and collage

Revisit tonal skills

Develop and design your own piece of art to create within 10 hours of lesson time

Experiment with mixed media

Create a large final piece

Learn to evaluate your artwork

YEAR 9

OUR TOWN

Use photography to look at first hand observation

Begin ‘Our town’ project

Workshops on a range of different materials and media

Start your GCSE in Art, Craft and Design

Experiment with drawing, painting, printing, collage

JUNK FISH

Final outcome based on artist and observation drawings

Artist analysis Jason Scarpace

Revisiting tonal shading

Learn about creating art from Junk

Colour wheel recall and looking at pattern

Study artists' techniques that have made large fish sculptures

Develop your skills in making by producing a 3D fish

Develop your observational skills in drawing and painting different tropical fish

Observation skills as well as drawing and painting

Looking at pattern and colour

YEAR 8

DAY OF THE DEAD

Use clay to make skulls

Learn about Mexican culture and Day of the Dead

Baseline test drawing – tonal skulls

CULTURAL MASKS

Learn about Michael Veliquette

Use pencil, biro and paint

Learn to design and make a final outcome

Experiment with paper

Research masks and look at different cultures

Artist analysis – Brianna McCarthy

EVERY DAY OBJECTS

Create your Michael Craig Martin inspired artwork

Artist analysis

Develop good habits when drawing

Learn about Michael-Craig Martin

Observational drawings of everyday objects

Develop good habits when painting

YEAR 7

Look out for exciting Art challenges

Introduction to Art and Design at Yavneh College

Target setting

Baseline Assessment Drawing – coke can

What is Art? Why is Art important?

Attend Year 6 transition days

Create your own Colour wheel and 100 colour challenge

Colour Theory

Skills booklet – printing, collage, positive and negative shape , tonal shading and ladder

Who are you? What do you know about Art?

Ready, Respect and Safe in an Art classroom

PRIMARY SCHOOL

Yavneh College

welcome