

Year 9 Big Picture

Big picture year 9 23/24

<i>Autumn 01</i> <i>Weeks 1 – 7 (7 weeks)</i>	<i>Autumn 02</i> <i>Weeks 8 – 15 (8 weeks)</i>	<i>Spring 01</i> <i>Weeks 16 - 21 (6 weeks)</i>
Content: Still Life and Cubism Exploring the work of Paul Cezanne and Pablo Picasso	Content: Cubism and Pop Art Exploring the work and techniques of Cubist artists and the exploration of still life in their work	Content: Pop art and Onomatopoeia Exploring the work of Artist Roy Lichtenstein and Andy Warhol and the Pop Art comic book style of Art
Assessment Objectives This is the knowledge, application and skills assessed by the Big Test: <ul style="list-style-type: none"> Know the definition of still life and how to create a still life image Be familiar with the work of Paul Cezanne Introduction to Cubism movement Know what a balanced composition is and how to use overlapping shapes and collage to link to style of Cubism Develop a still life drawing in a cubist style Know how to use a 'Cubist' palette Know how to create the illusion of depth in a picture SKILLS- still life composition, tonal shading, watercolour blending KNOWLEDGE- Information and facts about Paul Cezanne, Still life composition	Assessment Objectives This is the knowledge, application and skills assessed by the Big Test: <ul style="list-style-type: none"> Develop understanding of overlapping shapes and how to use tone effectively with watercolour paint to link to Cubism movement To be familiar with the colours and style of the Pop Art movement Compare different styles of Pop Art and be familiar with work of Roy Lichtenstein Create original work based on the artist's style SKILLS- cubist composition, drawing from observation, watercolour techniques KNOWLEDGE- Information and facts about artists Picasso and Roy Lichtenstein, Cubism fundamentals	Assessment Objectives This is the knowledge, application and skills assessed by the Big Test: <ul style="list-style-type: none"> To be familiar with the colours and style of the Pop Art movement Compare different styles of Pop Art and be familiar with work of Roy Lichtenstein Create original work based on the artist's style Introduction to Onomatopoeia design and links to Pop art movement Development of Onomatopoeia design including collage technique using newspaper to link to key design features of pop art movement Be familiar with the influence of Warhol on the art world and his use of popular culture Know how to manipulate an image to link to artist SKILLS- Letter composition, solid colour skills and techniques KNOWLEDGE- What is an Onomatopoeia, influences of comic book art on Pop Artists,
Baseline – Week 1 Still life drawing Cubist 2 vases with tone		Big Test 1– Onomatopoeia Word
<i>Spring 02</i> <i>Weeks 22 (Spring 01) – 27 (5 weeks)</i>	<i>Summer 01</i> <i>Weeks 28 – 33 (6 weeks)</i>	<i>Summer 02</i> <i>Weeks 34 – 39 (7 weeks)</i>
Content: Jasper Johns and Kimmy Cantrell Exploring the work of Pop Artists Jasper Johns and the distorted portraits of Kimmy Cantrell	Content: Surrealism and the work of Salvador Dali Exploring the work of Surreal artist Salvador Dali and Rene Magritte man in a bowler hat	Content: Perspective drawings and Andrea Constantini Exploring one point, circle and two point perspective developments. Exploring the artwork of Andrea Constantini
Assessment Objectives This is the knowledge, application and skills assessed by the Big Test: <ul style="list-style-type: none"> Be familiar with the influence of Jasper Johns on the art world and his use of popular culture To know how to select and transfer a design accurately from sketchbook using numbers Be familiar applying a range of materials to composition to link to the Pop art movement Be familiar with the work is Kimmy Cantrell Create an original face design made of clay in the style of Cantrell and be able to analyse it 	Assessment Objectives <ul style="list-style-type: none"> Be familiar with the themes of Surrealism Recognise and be able to discuss the work of Magritte and Dali Create an original surrealist composition and analyse Apply knowledge to re-create Magritte study in style of surrealism using collage technique Consolidate knowledge through creating a Magritte fact page SKILLS- surreal composition, painting techniques KNOWLEDGE- surrealist Art movement and fundamentals	Assessment Objectives: <ul style="list-style-type: none"> Introduction to city project Be familiar with perspective drawings and how they are created from a guide Research into buildings used and develop a circle perspective drawing Apply relevant media to perspective drawing Be familiar with the work of Andrea Constantini and the themes in which she uses Use previous research to apply to Andrea Constantini study, including linking themes and media to artist SKILLS- perspective composition, drawing skills

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<p>SKILLS- pattern making, clay modelling techniques, number overlap development KNOWLEDGE- Pop Art influences and Art movement, Artist's techniques and skills</p>		<p>KNOWLEDGE- Facts and information about the work of Andrea Constantini, Perspective development</p>
		<p>Big Test 2– One- Point Perspective</p>