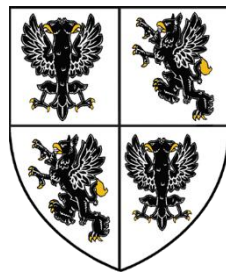


Stanley High School's Art



LEARNING JOURNEY

- Artist
- Interior designer
- Painter and Decorator
- Graphic Designer
- Games Designer
- App Designer

- Art and Design Level 2
- Art and Design Level 3
- Art Design Media Foundation Studies Level 4
- Art and Design Graphic Design Level 3
- Painting and Decorating Level 2
- A-level Fine Art

Skills to Progress: Describe, Explain, Evaluate, Justify

In Art we: Shade, Blend, Paint, Make, Evaluate

Careers

Post-16

Summer Term : Revision & Final GCSE Examinations



10 hour Exam

External Brief Exam Preparation

YEAR 11

Identity – personal response

Identity – personal response

Art Mock Exam

External Brief Exam Preparation

External Brief Exam Preparation



Mock exam - landscape in a box

EDUQAS GCSE FINE ART
NEA 1: 60% Portfolio of work
NEA 2: 40% 10 hour External Exam

Acrylic painting

Abstract painting

Media exercises in sketchbooks including pen, watercolours, pencil crayon.

Baseline - anatomical hearts

Colours in Nature

YEAR 10

GCSE FINE ART

Final piece

Water Colour

Landscapes – drawing and painting

Shade and tone

Texture with pen

Coloured pencil

Water Colour

Final Piece Fantasy animals

Shade and tone

Texture with pen

Coloured pencil

YEAR 9



Baseline skill from Year 8

Final Piece

Water Colour

Coloured pencil

Texture with pen

Shade and tone

Final Piece Pets- fine art illustration

Water Colour

Coloured pencil

Texture with pen

Shade and tone

YEAR 8

Final Piece Illustration – wildlife

Shade and tone

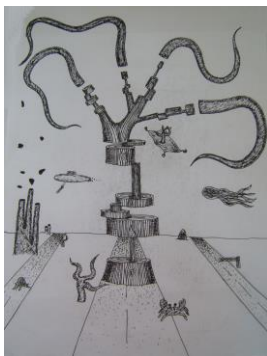
Texture with pen

Coloured pencil

Water Colour

Final Piece

Students will be baselined to assess their prior skill from Year 7



Water Colour

Coloured pencil

Texture with pen



Shade and tone

Confectionary- pop art drawing and painting

YEAR 7

Students will be baselined to assess their prior skill.



KS2

Key concepts: Brief, sketches. Ideas, development. Final piece, evaluation

Teacher assessment will be done at the end of a unit of work:
Verbal feedback is constant every lesson.