

Year 9

Term 1

ART

Course Content

The course begins with a project that introduces students to the world of architecture. The project is an opportunity to establish some of the basic principles of design related to this field. Students build a range of drawing skills used commonly by architects to illustrate their concepts and ideas. Perspective drawing as well as mechanical and engineering drawing methods are identified as useful tools and there is an opportunity to realize their work through the use of 3D modeling. Emphasis is very much upon quality and craftsmanship and this is a key element in the assessment process.

In the second part of the term students examine the design and use of camouflage as an Art form. After a series of design exercises examining the relationship between light and terrain the students are asked to apply their design to the surface of a model Land Rover placing it in context using a landscape.

Project – Architecture and Design

- Introduction to 3D using a net development
- Cardboard Technology
- Cutting and shaping skills
- Single point perspective room drawing
- Isometric/ Oblique drawing using set squares and drawing board.

Project – Advanced Model making skills and environmental considerations

- Scale and size
- The properties of corrugated card
- Structure and rigidity
- Decals and decorative techniques.

The Art department assesses all work based upon student project work carried out in the classroom. Assessment occurs throughout and a final A* - E Grade will be provided on completion of the project.

Assessment.

- Presentation skills 25%
- Problem solving ability 25%
- Creativity 25%
- Construction skills 25%

