



Course Content

Art and Design in Year 7 is formulated as an introductory course to fine arts. In Term 3, students get more hands-on with their artwork by creating 3D moulds and diving deeper into the realm of digital design briefly visited in Term 2's curriculum.

Term 3 is intended to intrigue the students in aspects of art they may not have previously considered. Building upon the animation unit in Term 1, and adding to the digital design knowledge acquired in Term 2, students immediately begin working on creating a computer animation in GIF format with Adobe Photoshop. From there, students then get hands-on in creating unique 3D moulds pertaining to ancient, tribal artifacts. This is a multi-step process leading to a final outcome which will be displayed during the school's end of the year art exhibit.

Year 7 Art and Design is constructed in a way that the more technical skills get broken up by fun and creative projects to invigorate the students' artistic imagination.

Resources

1. A Complete Art Curriculum for Key Stage 3 - Start Art by Mael H. Matthews
2. Teacher created materials (presentations and worksheets)
3. Adobe Photoshop
4. Google Classrooms

Assessment

- Experimenting (25%)
- Making (25%)
- Reflecting (25%)
- Thinking and Working Artistically (25%)