

ART Year 9 Curriculum End Points and Key Vocabulary

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Ethos Links	<ul style="list-style-type: none"> Milton Keynes Respect, Responsibility and Kindness 	<ul style="list-style-type: none"> Milton Keynes Respect, Responsibility and Kindness 	<ul style="list-style-type: none"> Milton Keynes Respect, Responsibility and Kindness 	<ul style="list-style-type: none"> Milton Keynes Respect, Responsibility and Kindness 	<ul style="list-style-type: none"> STEM Milton Keynes Sustainability 	<ul style="list-style-type: none"> STEM Milton Keynes Sustainability
Learning End Points	<p>Street Art</p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> The differences between graffiti and street art. About typography and stylisation. The work of Milton Keynes born street artist Ant Carver. Design a graffiti stylised font. Apply colour theory knowledge to font. Blend smoothly using colouring pencils and paint. Create a 3D outcome that stands. 	<p>Street Art</p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> The work of ROA. The work of Banksy and Shepard Fairey. Select appropriate media. Experiment using different media. Work as part of a group. Compare the work of 2 artists. Translate an image into the style of an artist. 	<p>History of Art</p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> How 'Art' might be defined. How historical context can influence art. About impressionism and Post-impressionism. The work of Alberto Giacometti. Discuss what 'art' is and what it isn't. Discuss and explain how historical context can influence art. 	<p>History of Art</p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> About Pop Art. The tools used in digital art (illustrator). The work of a wide range of artists throughout history including contemporary. Facial proportions. Create a digital artwork in the Pop Art style. Select from a range of artists and justify their decisions. 	<p>Architecture</p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> Different types of buildings (based on functions, materials, geographic and historical context). What maquettes are and why they are made. What an 'architectural program' is. The rules of 1 point perspective. Explain how and why buildings differ based on their functions 	<p>Architecture</p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> Render textures on their street using a wide range of tones and mark making techniques. The work of Emad Zand. The work of Lubna Chowdhary. The processes and techniques of clay sculpture. Design and create in the style of other architects. Apply their knowledge of clay techniques to

	<ul style="list-style-type: none"> ➤ Create a mixed media (tonal and watercolour) outcome in the style of an artist (Ant Carver). 		<ul style="list-style-type: none"> ➤ Use Post-impressionist mark making techniques to create a landscape drawing using feather and ink. ➤ Use biro and continuous line drawing to create a contrasting portrait in the style of Alberto Giacometti. 	<ul style="list-style-type: none"> ➤ Draw accurate facial proportions. ➤ Use a wide range of media to achieve different art movement styles. ➤ Apply their prior learning for a final outcome. 	<p>and other contexts.</p> <ul style="list-style-type: none"> ➤ Create a paper maquette. ➤ Design a building from an abstract starting point. ➤ Apply their knowledge of architectural programs to design a building fit for purpose. ➤ The rules of 2 Point Perspective ➤ Draw a street in 2 point perspective. 	<p>create a building sculpture.</p>
<p>Key Vocabulary</p>	<p>Street Art Graffiti Commission Vandalism Brief Font/Typography Complementary colours Tonal Form Mark making Mixed Media</p>	<p>Media Mark making Printmaking Stencil</p>	<p>Context Contemporary Impressionism Post-Impressionism Expressionism Contrast Texture Line Shape</p>	<p>Illustrator Pop Art Facial Proportions Media Mixed Media</p>	<p>Functions Context Maquette Architectural program Perspective</p>	<p>Perspective Texture Render Score Slip Clay Kiln Slab build Pinch pot Plastic Leather Fire Biscuit</p>