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	• Milton Keynes • Respect, Responsibility and Kindness	• Milton Keynes • Respect, Responsibility and Kindness	• Milton Keynes • Respect, Responsibility and Kindness	• Milton Keynes • Respect, Responsibility and Kindness	• STEM • Milton Keynes • Sustainability	• STEM • Milton Keynes • Sustainability
Learning End Points	**Music** By the end of this unit students will know and understand: ➢ How to mind map from a stimuli ➢ How GCSE Art sketchbooks are structured in preparation for choosing options in the spring term ➢ How to describe an artwork's formal elements ➢ How to explain the inspiration behind an artwork in my own words ➢ How to express my own	**Music** By the end of this unit students will know and understand: ➢ Micrography, what it is and it's origins ➢ The links between 'literature' in the form of song lyrics and art ➢ GCSE Assessment Objectives and how they have begun to demonstrate them ➢ How to form summative ideas ➢ How to identify their strengths	**History of Art** By the end of this unit students will know and understand: ➢ 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.	**History of Art** By the end of this unit students will know and understand: ➢ 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.	**Urban Environments** By the end of this unit students will know and understand: ➢ Different types of buildings (based on functions, materials, geographical and historical context) ➢ What maquettes are and why they are made ➢ What an 'architectural program' is ➢ The rules of 1 point perspective ➢ The differences between graffiti and street art	**Urban Environments** By the end of this unit students will know and understand: ➢ The rules of 2 point perspective ➢ The work of Emad Zand ➢ The work of Lubna Chowdhary ➢ The processes and techniques of clay sculpture ➢ The work of ROA ➢ Draw a street in 2 point perspective ➢ Render textures on their street using a wide range of tones

	- opinion about an artwork - How to use sketching pencils for a tonal drawing - How to produce a personal response to the work of an artist using my own ideas - How to produce experimental abstract artworks in response to pieces of music - Apply a wide range of tones using sketching pencils - Experiment with mixed media - Read an artwork for meaning - Express personal ideas and viewpoints	- Create a variety of tones using micrography - Produce thumbnail sketches - Produce a final outcome using their best skills	- 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.	- Draw accurate facial proportions. - Use a wide range of media to achieve different art movement styles. - Apply their prior learning for a final outcome.	- About typography and stylisation - The work of Milton Keynes born street artist Ant Carver - Explain how and why buildings differ based on their functions and other contexts - 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 - Draw a street in 1 point perspective - Design a graffiti stylised font - Apply colour theory knowledge to font	- and mark making techniques - Design and create in the style of other architects - Apply their knowledge of clay techniques to create a building sculpture - 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
Key Vocabulary	Stimuli Inspiration Muuse	Micrography Tone Form	Context Contemporary Impressionism	Illustrator Pop Art Facial Proportions	Functions Context Maquette	Perspective Texture Render

	Tone Abstract Expressive Interpret Formal Elements Form	Thumbnail Summative Realise intentions Personal Meaningful Outcome	Post-Impressionism Expressionism Contrast Texture Line Shape	Media Mixed Media	Architectural program Perspective Street Art Graffiti Commission Vandalism Brief Font/Typography Harmonious colours Complementary colours Tonal Form Mark making Media Mixed Media	Score Slip Clay Kiln Slab build Pinch pot Plastic Leather Fire Biscuit Media Mark making