Year 9 – ART Programme of Study

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Yr 9 Project 1 Title: The Art of Science		Yr 9 Project 2 Title: Campaign Art		Yr 9 Project 3 Title: Half human/half machine	
Learning and Materials:		Learning and Materials:		Learning and Materials:	
Students will be introduced to a variety of artists whose work has been inspired by science. Using a variety of medium, students will develop experimental ways of replicating microscopic cell images. Students will create their own semi abstract artwork based on their own experiments and resources.		This is a Graphic Design unit where pupils will produce a campaign poster based on a subject of their choice. Students will study campaign art in a historical context and learn how past styles can be influential today. When creating their poster, students will be introduced to graphic concepts such as layout, font styles, use of colour and a 'call to action' slogan.		Students will build on their knowledge of portraiture – developing further skills on painting and drawing faces in ¾ view. This work will extend into an imaginative response. Inspired by AI and robotic characters in film and literature. Pupils will have observational drawing tasks to help them develop their own half human, half machine artwork, using a selection of media of their choice to create the final outcome.	
Artists: Pamela Sunday, Klari Reis, David Godsell.		Artists: A.Leete, Constructivism, Frank Shepard Fairey, Banksy		Artists: Fantasy Art, Illustrators.	
	Milestone Assessment: Abstract artwork*		Milestone Assessment: Campaign Poster*		Milestone Assessment: 2D observational drawing*
					Sawston Village College

Each milestone assessment is made up of four components from across the project. The assessment areas are **M**aking, **I**deas, **K**nowledge and **E**valuation. (MIKE). A summative grade will be issued on the conclusion of the project.