

TBS Curriculum Map

Year:9.

Subject:Art

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme/Topic	POP ART	POP ART and 3d Modelling	Photography	Animation	Animation	Near me
Skills	<ul style="list-style-type: none"> • Introduction to pop art - • Translating everyday objects into Pop Art style • Creating 2D paper cut outs • Designing own comic strip 	<ul style="list-style-type: none"> • Using gridding to enlarge an image • Application of colour through markers • Creating 3d food objects using recycled materials 	<ul style="list-style-type: none"> • Introduction photographic terms in compositions • Using knowledge of compositions to take own photographs • Artist research on Lee Jeffries • Visual analysis of photographs • Using Photoshop in basic editing. 	<ul style="list-style-type: none"> • Analyse a range of different animation styles • Create an A3 animation moodboard showing different styles and typography • Practise drawing a chosen style of animation – line, shape, application of colour (double page in sketch book) 	<ul style="list-style-type: none"> • Create a character in your sketchbook • Create a storyboard of your animation • Create an animation using a style of animation • Create a stop motion animation. 	<ul style="list-style-type: none"> • Research an artist who uses their home as a subject matter • Create a moodboard of various images relating to the artist • Plan own composition to parody students home life with the artist • Create an artwork in the style of the artist and evaluate its successfulness
Knowledge	<ul style="list-style-type: none"> • To understand various artists in pop art • Expanding knowledge of 	<ul style="list-style-type: none"> • Expand knowledge on Roy Lichtenstein and Claus Oldenburg 	<ul style="list-style-type: none"> • Understanding of photographic compositional terms 	<ul style="list-style-type: none"> • understand how animation is used in the animation industry 	<ul style="list-style-type: none"> • develop understanding of storyboarding • develop understand of 	<ul style="list-style-type: none"> • To understand various artists • Understanding of how to parody own life

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	comics as a form of art.	<ul style="list-style-type: none"> Understanding different ways to create 3D forms. 	<ul style="list-style-type: none"> Broaden knowledge of artist research on Lee Jeffries Understand what visual analysis is 	<ul style="list-style-type: none"> develop understand of types of animations 	types of animations <ul style="list-style-type: none"> create a stop motion animation 	to that of an artist <ul style="list-style-type: none"> Creating their own choice of composition and medium
Cultural Capital	Mass media and its influences on our lives. Packaging design	Monuments in society.	Observing the world around us.	Animation industry and their process.	Self-reflection of one as a character. Layout design	Understanding the world around us. Historical context contrasted with present
Curriculum overlap		Food technology- studying food products	IT and using Photoshop.		IT- making use of animation software	