



Overview:

Year 7 Art and Design will engage, inspire and challenge students, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. They will learn how Art and Design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Year 7

ART & DESIGN

Term 2:

Still life, Cubism, Lettering and Packaging

In your third unit, you will be developing a **range of responses** to a still life set up of **packaging** in a variety of shapes, colours and materials. You will learn about **composition** and be introduced to the use of a **viewfinder**. **Cubism** will be introduced as a means of producing different, more **abstract**, outcomes and the use of **lettering and text** in Art will be introduced. You will be using paint, collage, pastel and pencil crayons to explore **colour** including the concept of a **limited palette**. As **work related learning** you will research the work of graphic designers (**advertising, packaging and letter forms**) as part of their homework for this unit. Other artists' work to be studied will include; **Lautrec, Braque, Gris, Picasso**.



Term 3:

Self-Expression

In your first unit, you will be developing an understanding of **mood and emotion** in art and how these can be used to express yourself. You will explore the work of **Francoise Neilly, Wassily Kandinsky** and **Hush** using a variety of **techniques** and **media**. Homework will involve you doing drawing, collage, written and research tasks. You will then go on to work using **paint** and **colour theory** to develop their ideas into an **abstract portrait**. You will **develop artistic vocabulary** through the introduction of **annotations** which will become a life long skill in critical analysis.



Term 1:

3D/Recycled Art

In your final unit, you will explore using recycled materials to create 3D artwork based around a **nautical** and **environmental theme**. The idea behind the unit is to show you how everyday objects that normally get thrown away can be used to create art. You will look at artists such as **Sayaka Ganz, "The Bristol Whales"**, **Miwa Koizumi, Michelle Reader, Robert Bradford, Alejandro Durán**.

There will be opportunities to explore drawing using **form** and **depth**, and further develop these with rendering design work.

There is also potential for a collaborative project on a larger scale.

