



Colour theory; tone. Motor skills; mark making and directional lines.

Introduced to portraiture: proportions of the human face. Draw facial features and details.

Gargoyles: History, design and creation of clay gargoyles

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Theme: Under the sea. Lines, negative space and basic textiles. Extend mark making skills

Craig Redman and his use of pattern. Students create a self-portrait that reflects the work of Redman and his patterns.

Cubism: Leger and Lichtenstien. Drawing skills and investigation working with a limited colour palette.

MDOD Printing: Using their sugar skull designs to inform a two-layer print using polyino sheets..

Miro Sculpture: non-representational artwork. Musical influences. Create sculptures from their drawings

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Gaudi Clay: Manipulation of clay to create successful 3D outcomes.

Mexican Day of the Dead. Use of imagery and creation of sugar skull designs.

Tim Burton: Character personality and Drawn appearance. Character design and puppets

The Boyle Family

Structural design and Engineering

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Helen Dardik: Still life - blending reality with imagination

Michael Craig Martin and Tony Cragg: Negative space and proportions

Andy Warhol: Focus on food packaging, producing their own two-layer repeat print

Graphics: Research album for favourite artist

Karl Blossfelt: wet and dry materials; natural forms around them and document through photography.

Shawn Kenny: 3D objects are portrayed through paint. Students learn to take photographs to work from.

Impact of street art; Mixed medias to achieve texture

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Graphics: Create album for favourite artist

Andrew Joyce: Line details and tone to create depth and shape

Impact of street art; Mixed medias to achieve texture

MOCK: Develop a project that serves their own artistic interest. Responses to a set theme.

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Final 10-hour exam and coursework completion

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Kate Malone: 3D work of ceramicist; Create 3D form using clay.

MOCK: Combining ideas based on research of two artists. Use their experiments to inform a final piece.

Research of two artists and material experimentation