



**Pathway
2-4**

Year '10.1'

Autumn Term 1 up to Spring half Term of Term 2

Learning Intention: Title: Characters and Places

The purpose of this project is to develop pupils' foundation elements in art. Pupils will improve their understanding of landscapes and explore various ways characters can be represented in 2D and 3D. They will strengthen their knowledge of art categories such as: Painting, Drawing, Sculpture and Animation and begin to add breadth to their knowledge of the specific elements required in these disciplines. They will explore art from different cultures to help develop their research skills and final piece designs. Pupils can achieve the first portfolio for their Entry Level Pathway 2 criteria for Painting and Drawing, they need to complete a Three Dimensional Studies unit 10.2 at the end of the year or the beginning of year 11.1 to complete the course.

Key knowledge that should be learned during this SoW	All	Most	Some
Concept:	<p>Starting to:</p> <ul style="list-style-type: none"> • Solidify knowledge of key art elements: Painting, drawing, sculpture and animation • Explore drawing and painting to improve confidence in experimentation • Create 3D and animation style resources and research artists to inspire painting with support 	<p>Improving the ability to:</p> <ul style="list-style-type: none"> • Identify key art elements: Painting, drawing, sculpture and animation • Explore drawing and painting experimentation with confidence • Create 3D animation style resources and research artists to inspire painting with some support 	<p>Exploring the ability to:</p> <ul style="list-style-type: none"> • Show fluency in the key art elements: Painting, drawing, sculpture and animation and show understanding of professional art practice • Explore drawing and painting experimentation with fluency • Create 3D animation style resources and research artists to inspire painting with little

	<ul style="list-style-type: none"> To learn to create a final piece that shows exploration and creativity 	<ul style="list-style-type: none"> Create a final piece that shows depth in exploration and creativity 	<p>support</p> <ul style="list-style-type: none"> Create a final piece that shows in depth fluency in exploration and creativity
<p>Knowledge:</p> <ul style="list-style-type: none"> 	<p>Develop understanding of aspects the following Knowledge:</p> <ul style="list-style-type: none"> Develop basic understanding of Painting, Sculpture and animation as art types Develop 3D making skills selecting some new materials Show some understanding of character movement in drawing, painting and animation 	<p>Develop a competent understanding of a range of the following Knowledge:</p> <ul style="list-style-type: none"> Improve understanding of Painting, Sculpture and animation as art types Improve 3D making skills selecting a range of new materials Discuss understanding of character movement in drawing, painting and animation 	<p>Develop a confident understanding of a range of the following Knowledge:</p> <ul style="list-style-type: none"> Show Confident understanding of Painting, Sculpture and animation as art types Develop greater fluency in 3D making skills selecting a range of new materials independently Explain understanding of character movement in drawing, painting and animation

<p>Key Skills:</p>	<p>Develop ability to interact with or use a range of the following skills with support:</p> <ul style="list-style-type: none"> ● Develop 2D & 3D making skills using new materials and exploring character shape and colour ● Start to experiment with movement in cartoons/figures ● Develop Cultural Research learning to explore a selected theme with some support ● Final piece ideas Improving and refining work learning to spot areas of success and improvement using mostly appropriate techniques and vocabulary 	<p>Develop a competent ability to use a range of the following skills with some support:</p> <ul style="list-style-type: none"> ● Improve 2D & 3D making skills using new materials exploring character shape and colour ● Experiment with movement in Animation ● Develop Cultural Research learning to explore a selected theme with little support ● Final piece ideas Improving and refining work learning to spot areas of success and improvement using appropriate techniques and vocabulary 	<p>Develop a confident ability to use a range of the following skills independently:</p> <ul style="list-style-type: none"> ● Develop fluency in 2D & 3D making skills using new materials and exploring character shape and colour independently ● Experiment confidently with movement in Animation ● Develop Cultural Research learning to explore a selected theme independently ● Final piece ideas Improving and refining work learning to spot areas of success and improvement fluently using appropriate techniques and vocabulary
<p>Language and/or communication skills:</p>	<p>To start to use subject related language with some accuracy:</p> <p>Style: Cartoon Painting Photography</p> <p>Culture</p>	<p>To use subject related language with increased regularity and accuracy:</p> <p>Style: Figure Animation Character</p> <p>Aboriginal Tinga Tinga Sculpture Print</p>	<p>To explore subject related language with confidence and fluency:</p> <p>Style: Figure Animation Character</p> <p>Aboriginal Tinga Tina</p>

	<p>Theme: People Character Landscape</p> <p>Colour: Detail Tone</p> <p>Shape: Line Scribble Pattern</p> <p>Materials:Water pot, Watercolour</p>	<p>Theme: People Character Landscape</p> <p>Colour: Light Bright Dark Shade</p> <p>Shape: Size</p> <p>Materials:Mixed Media Plastic</p>	<p>Theme: Animation</p> <p>Colour: shadow</p> <p>Shape: Scale</p> <p>Materials: Pipe Cleaners Acetate</p>
<p>Curricular Links</p>	<p>SMSC/PSHCE- personal and cultural development and awareness of other artists and why art is made? Improve understanding of different places and develop desire to share places of interest with others through making of art. Learn how to represent people art work using different art styles considering different art movements and improve understanding of human body parts and how they can be represented.</p> <p>Understanding materials taught in Science and Design technology.</p> <p>Literacy- Keyword exercises, word games, word frames, vocabulary quizzes. Art descriptions .</p> <p>IT- Predominantly Artist research/Home learning and powerpoint.</p> <p>Numeracy is encouraged through estimation of sizes of characters and sculptures and discussing the weight of selection of items to work from. Literacy skills focus to aid EAL and less able students as well as extend students.</p> <p>Skills based tasks are set to accommodate dyspraxia pupils needs and pupils are encouraged to to cross over actions and develop their movement range</p> <p>Spiral learning 10.2 Art-Food Art and 8.1 Art Buildings, Shapes and Architecture</p>		

Talking points

Pupils should be encouraged to explore the tactile world in which they live, trying new sensory experiences. They should be encouraged to discuss new things they have tried and how they felt about these experiences.

Pupils should be encouraged to visit art exhibitions and explore a variety of art forms and creative outlets. Gain exposure to new experiences and learn to understand feelings, concerns or worries around these experiences.

Relevant Links:

- Tate Britain Alberto Giacometti <https://www.youtube.com/watch?v=M58oMKBO7S0>
- Minion characters https://youtu.be/WfqI_DoHRKc

Implementation

Core Knowledge and Skills:

1. Improve 3D Material control skills-Minion/Character model in Playdough
2. Develop knowledge on figures, sculptures, Landscape, Painting and Animation
3. Develop ICT/Photography and experimentation skills with Stop Gap Animation.
4. Improve ability to combine ideas to make a final painting inspired by other cultures/artists

Impact

- Life skills-Develop confidence in accessing new experiences, develop enriching interests, passions and hobbies
- Career Links-Develop experimentation skills improving ability to be creative and use imagination, boosting confidence and sharing of creative ideas useful in creative professional practice
- Life skills-Develop ability to share common experiences with others
- Career Links- Improving the use of ICT skills and photography skills useful in the world of work
- Career Links- pupils gain WJEC Entry Level 2 Pathway certificate for Painting and Drawing