



Art

	Year 7	Year 8	Year 9	Year 10	Year 11
Half Term 1	Colour Theory & Mark Making Intro to colour wheel, mixing, brush control. Baseline test (first lesson).	Pop Art – Intro to artists (Warhol, Lichtenstein, Blake). Bold colour, stylisation.	Plastic Pollution – Observational drawing of bottles/sea forms.	Component 1: Final Project – Mind maps, artist research, mood boards. Current Theme is Natural Form	Component 1: Completion of Final Project – Refinement, evaluations, presenting outcomes.
Half Term 2	Colour Theory & Mark Making – Apply blending, textures into studies. Final piece: abstract colour & mark-making composition (summative).	Pop Art – Collage/printmaking. Final piece: Pop Art-inspired design (summative).	Plastic Pollution – Develop mixed media/textile surface design. Final piece: protest/environmental artwork (summative).	Observational drawings, media experiments.	Final assessment of Component 1 (sketchbook + final piece). Exam paper released (Jan).
Half Term 3	Portraiture – Proportion and facial features (eyes, nose, mouth).	Architecture – Explore Hundertwasser & Gaudí. Perspective drawing.	Our City Bradford – Explore landmarks/identity through drawing/photography.	Artist-inspired studies, design development.	Component 2: Exam Project – Mind maps, artist research, initial studies.
Half Term 4	Portraiture – Tone and shading, expressive styles. Final piece: self-portrait (summative).	Architecture – Mixed media experiments. Final piece: layered building composition (summative).	Our City Bradford – Collage & mixed-media response. Final piece: city-inspired composition (summative).	Refinement of ideas, combining samples.	Development and refinement of ideas for exam project.
Half Term 5	African Masks – Research cultural meaning, patterns and symmetry	Bugs – Observational studies of insects, detail and texture.	Day of the Dead – Research Mexican traditions and symbolism.	Larger scale developments, annotations & evaluations.	Exam preparation – final experiments, design planning.
Half Term 6	African Masks – Design and create a 2D/3D mask. Final piece: African mask outcome (summative).	Bugs – Stylised/mixed media designs. Final piece: bug-inspired artwork (summative).	Day of the Dead – Create vibrant mask/skull/textile/3D. Final piece: Day of the Dead outcome (summative).	Final piece (5 hr summative in class time) + sketchbook completion.	April: 10 hr Exam (Component 2 final piece) + coursework submission.