



Willow Park School - Long Term Plan - Art & DT – Loxley Y7-Y9 (KS3)

Loxley Y7-Y9	Autumn		Spring		Summer	
<p>Cycle 1 2022 – 2023 2025 - 2026</p>	Creature feature		Kapow		Piece of cake	
	<p>Learners will explore a variety of creatures, from insects and aquatic animals to reptiles, as inspiration for creating their own fantasy creatures. They will use surrealist techniques to design imaginative beings, drawing inspiration from mythical creatures like gargoyles and dragons. The project will include creating textured clay gargoyles and 2D and 3D mixed media artworks.</p>		<p>Learners will explore the dynamic use of text and imagery, drawing inspiration from comic book art and the work of Roy Lichtenstein. They will create onomatopoeia-based artworks and have the chance to bring "living comics" to life through photography. Students will experiment with screen printing, 2D media, and also delve into 3D and ceramic text-based art.</p>		<p>Learners will explore the vibrant and colourful world of artist Wayne Thiebaud, focusing on his iconic depictions of sweets and confectionery. They will begin by studying Thiebaud's style and use of colour, experimenting with drawing techniques such as oil pastel, pastel, and paint. The project will also involve creating ceramic ice creams, confectionery prints, and 3D models inspired by Thiebaud's work, blending various media to bring their own sweet creations to life.</p>	
	Practical Proficiency	Conceptual Explorations	Practical Proficiency	Conceptual Explorations	Practical Proficiency	Conceptual Explorations
	<ul style="list-style-type: none"> Observational drawing ceramics Pen and ink Collage & photomontage 2D and 3D mixed media work Surrealist creature design Exploring creature anatomy 	<ul style="list-style-type: none"> Fantasy creatures in art Insects, aquatic, and reptilian forms Surrealist approaches to creature creation Gargoyles and dragons as inspiration Combining realism with imagination 	<ul style="list-style-type: none"> Onomatopoeia artwork Screen printing techniques 2D and 3D text art Ceramic text sculptures Photography Digital photo editing 	<ul style="list-style-type: none"> Comic book art styles Text and image relationships Roy Lichtenstein's influence Dynamic onomatopoeia in art Combining 2D and 3D elements 	<ul style="list-style-type: none"> Colour mixing Observational drawing printmaking 3D modelling ; card Modroc Mixed media Ceramic techniques 	<ul style="list-style-type: none"> Wayne Thiebaud's colour use Food as art Realism with playful design Translating 2D to 3D Texture and form in sweets
	Factual Foundations	Reflective Practice	Factual Foundations	Reflective Practice	Factual Foundations	Reflective Practice
<ul style="list-style-type: none"> Surrealist art and techniques Mythical creatures and their history Clay and mixed media basics Anatomy of real-world creatures Fantasy creature symbolism 	<ul style="list-style-type: none"> Self-evaluation Technique effectiveness Peer feedback Success analysis Personal reflection Progress evaluation 	<ul style="list-style-type: none"> History of comic book art Roy Lichtenstein's techniques Screen printing fundamentals Onomatopoeia in visual art Text-based art across media 	<ul style="list-style-type: none"> Refining screen printing techniques Evaluating 3D and ceramic work Technique effectiveness Peer feedback Success analysis Personal reflection Progress evaluation 	<ul style="list-style-type: none"> Wayne Thiebaud's work Food in art history Ceramic process's printmaking basics Sweets in pop art Textural techniques in art 	<ul style="list-style-type: none"> Technique effectiveness Peer critiques Self-evaluation Peer feedback Success analysis Personal reflection Progress evaluation 	



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<p>Cycle 2 2023 – 2024 2026 – 2027</p>	Landscapes		Wonder walls		Body pop	
	<p>Learners will start by studying Jacqueline Hurley’s remembrance landscapes and exploring textural impasto painting. They will then delve into Impressionist landscapes to understand different textural techniques. Moving forward, students will investigate frottage and texture through Max Ernst’s work, creating their own alien fantasy dreamscapes inspired by his techniques. The project will integrate these methods to produce imaginative and textured landscape artwork</p>		<p>Learners will explore the history of art on walls, from ancient cave paintings and Egyptian hieroglyphs to modern graffiti. They will investigate how wall art has evolved over time and delve into the symbolism used in these artworks. The project will also explore how modern symbols, like emojis, link to ancient forms of visual communication such as hieroglyphs. Students will create their own wall-inspired artworks, blending traditional and contemporary styles.</p>		<p>Students will explore abstract approaches to representing the human figure through vibrant and colourful art forms. Inspired by Keith Haring, they will create 3D sculptures and experiment with print and clay work influenced by Henri Matisse. Students will also photograph dynamic figures and draw inspiration from circus performers and breakdancers, integrating these elements into their artworks</p>	
	Practical Proficiency	Conceptual Explorations	Practical Proficiency	Conceptual Explorations	Practical Proficiency	Conceptual Explorations
	<ul style="list-style-type: none"> • Impasto painting techniques • Impressionist landscape styles • Frottage techniques • Creating alien dreamscapes • Textural painting and drawing 	<ul style="list-style-type: none"> • Remembrance landscapes • Impressionist textures • Max Ernst’s frottage • Fantasy and surreal landscapes • Blending traditional and imaginative techniques 	<ul style="list-style-type: none"> • Mural painting • Graffiti-style lettering • Clay or relief carving for hieroglyphic work • Stencil & spray paint • Printmaking 	<ul style="list-style-type: none"> • Symbolism in ancient and modern wall art • Decoding imagery from cave paintings to emojis • Evolution of visual communication • Storytelling through symbols across time. 	<ul style="list-style-type: none"> • Figurative drawing • Printing techniques • Clay tile techniques • Creating 3D sculptures • Collage & papier Colle • Photography • Digital image manipulation 	<ul style="list-style-type: none"> • Abstract representation of the human figure • Keith Haring’s vibrant style • Incorporating movement in art • Henri Matisse’s influence on form and colour
	Factual Foundations	Reflective Practice	Factual Foundations	Reflective Practice	Factual Foundations	Reflective Practice
<ul style="list-style-type: none"> • Jacqueline Hurley • Impressionist landscape art • Max Ernst’s frottage • Surreal and fantasy landscapes • Elements of art 	<ul style="list-style-type: none"> • Technique effectiveness • Peer feedback • Success analysis • Personal reflection • Progress evaluation 	<ul style="list-style-type: none"> • History of cave paintings • Ancient Egyptian hieroglyphs • Modern graffiti and street art • Link between emojis and hieroglyphs • Cultural significance of symbols in art 	<ul style="list-style-type: none"> • Peer critiques • Self-evaluation • Message clarity • Viewer feedback • Success analysis • Approach adjustment 	<ul style="list-style-type: none"> • Keith Haring’s artwork • Henri Matisse’s techniques • Human figure in abstract art • Photography of movement and dynamic poses 	<ul style="list-style-type: none"> • Technique effectiveness • Peer feedback • Success analysis • Personal reflection • Progress evaluation 	



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Cycle 3 2024 – 2025 2027 - 2028	The Living dead		Creative kicks		Cities of colour	
	Students explore how different cultures celebrate and respond to death and loss, blending traditional elements with creative design. They examine Day of the Dead traditions and create decorative skulls and masks inspired by these practices. The project then incorporates modern interpretations, with students drawing from zombie films to produce observational drawings that capture eerie textures. The experience culminates in crafting 3D zombie hands and sculpting ceramic zombie faces.		students will explore sneaker design by studying construction techniques and textiles. They will start by crafting card models and building understanding through hands-on activities. Students will create pop art-inspired trainer designs featuring candy and chocolate themes. Finally, they will design surrealist footwear, blending imaginative elements with innovative techniques to craft unique and unconventional shoes.		Students will explore vibrant urban themes through printmaking, mosaics, and photography. They will study the work of Hundertwasser and Antoni Gaudi, focusing on their use of colour and unique architectural styles. Students will also look at local artists like Jo Peel and Phlegm for inspiration in creating 3D ceramic works, blending their artistic approaches to bring their own colourful cityscapes to life.	
	Practical Proficiency	Conceptual Explorations	Practical Proficiency	Conceptual Explorations	Practical Proficiency	Conceptual Explorations
	<ul style="list-style-type: none"> Observational drawing Texture and tone Ceramics Mask making Printmaking Mixed media painting Expressive mark making 	<ul style="list-style-type: none"> Day of the Dead themes Cultural views on death Zombie film imagery Eerie textures 	<ul style="list-style-type: none"> Crafting card models Trainer prototypes Product design Drawing Image transfer Collage and papier Colle ceramics 	<ul style="list-style-type: none"> Design constraints Pop art themes and influence Surrealist design concepts Imaginative and innovative design Blending artistic element. 	<ul style="list-style-type: none"> Painting Drawing Printmaking Mosaics Urban photography 3D ceramic sculpting Colour theory application 	<ul style="list-style-type: none"> Hundertwasser's and Gaudi's styles Colour in urban landscapes Local artists' influence Blending traditional and modern techniques Creative interpretation of cityscapes
	Factual Foundations	Reflective Practice	Factual Foundations	Reflective Practice	Factual Foundations	Reflective Practice
<ul style="list-style-type: none"> Day of the Dead traditions Cultural death perspectives Zombie films Basics of 3D and ceramics Colour theory 	<ul style="list-style-type: none"> Technique review Peer feedback Success analysis Visual impact Personal reflection 	<ul style="list-style-type: none"> Sneaker construction techniques Colour theory Pop art Surrealist art Principles of design 	<ul style="list-style-type: none"> Technique review Peer feedback Success analysis Product analysis Personal reflection 	<ul style="list-style-type: none"> Hundertwasser's and Gaudi's work Mosaic and printmaking techniques Photography basics Local artists Jo Peel and Phlegm Ceramic art principles 	<ul style="list-style-type: none"> Technique review Peer feedback Success analysis Visual impact Personal reflection 	