Scheme of Learning - Long Term Planning

Subject: Art & Design Key stage: 3

Year	Autumn Term*	Spring Term*	Summer Term*
7	Autumn 1 Baseline test * Pencil drawing course Mark making Tone and Texture	Spring 1 Painting course Colour theory Colour mixing* Brush control	 Summer 1 Developing Imagination Studying Cultures/Mythology Drawings related to above*
	Autumn 2 Pen drawing course Mark making Tone Artist study (texture)*	 Spring 2 Landscape painting Studying Landscape Artists* Group presentations 	Summer 2 Drawing exam* Experimenting with different media Developing ideas for own mythical creature 3D or 2D
8	Autumn 1 Observation drawings of Natural form Researching mythology of the Green Man* Experimentation with media Autumn 2 Portraits /proportions of the face Drawing Portraits*	Spring 1 Composition Developing ideas for own green man Mixed media Images of the Green man* Spring 2 Abstract Art Study Abstract Artists including Kandinsky	Summer 1 Abstract Art collaborative Project Observational drawings Musical instruments Designing CD covers/posters* Summer 2 Drawing Exam* Cubism
9	 Studying portrait Artists Autumn 1 Analytical drawing of natural & machine made forms* Environmental/ecological issues Research Artists of the above issues Autumn 2 	 Synesthesia /responding to music/colour* Spring 1 Research Surrealism Analytical drawings of facial features/hands Develop ideas into fashion or design.* Spring 2 	Summer 1 Human figure/ Drawing from variety of sources * Movement or Fashion drawing Studying Artists or Fashion Designers Summer 2
	 Develop ideas linked to Artists research Group presentations about research Create 2D or 3D Artwork as a response 	 Photography on theme of Surrealism or Fashion Create a mixed media Image or product 	 Drawing Exam* Developing ideas from earlier in term Create 2D or 3D Artwork