

Year 7	Autumn	Basic skills Project: Drawing, Painting and Artist Research What is Art and Design for? Who makes Art and Design and why? How can I use the knowledge organizer to extend my learning? How can I use a sketchbook to record my progress? What is a still life? How do I create an accurate image? How can I use shading to draw a three-dimensional shapes? How can I evaluate my own work and respond positively to advice? What are the Formal Elements? How do artists use the Formal elements in their work?
	Spring	Colour and Pattern Project: Painting/Drawing/Colour/Textiles How can I mix a range of secondary and tertiary colours? How can I control my use of colour and brushwork when painting? How can I use tints and shades? How do I research an artist or designer and use this information to inspire my work? How can I recognize the key characteristics of an artist's style and use them to inform my artwork? How can I use colour theory in my final piece? How can I use felt and stitching to develop my drawings?
	Summer 1	Architecture: Drawing/ 3D/Collage How do I draw a 3D shape using one point perspective? How can I use an architect's buildings to inspire my own creative work? How can I use mixed media to create a piece of work? What is a collage? What is a sculpture? How can I experiment and use a variety of materials to create a 3D building?
	Summer 2	Maritime Heroes Project: Extended Drawing Skills How do I use a grid to scale up an image? How can I create a range of tones using pencil and charcoal to create a sense of form? What careers are there within the Maritime Industries? Who are our Maritime Heroes? How can Art & Design influence the way we see the world or change the way we live? Maritime
Year 8	Autumn	Basic Skills Project: Drawing, Painting, Artist Research and Textiles How is Art & Design used in the wider world? How do I use tone to create a three-dimensional effect? How do I use a grid when drawing, and why? How can I experiment with painting and colour techniques? What is Cubism?
	Spring	Moving Figure Project: 3D and Colour How do artists capture movement? How do I draw a figure in proportion? How do I create a sense of movement in my sculpture and 2D work? How has the human figure been represented in different cultures and historical time periods? What is sculpture? What is an armature? What is futurism?
	Summer	Micro-Life Project: Illustration, Textiles, Printmaking How can I use an artist or designer to influence my own artwork? How have different cultures represented the ocean within their traditional / modern artwork? How do you create a printing block? How can I use a variety of drawing and colour media to record bacteria and marine lifeforms? How do artists, designers and scientists work together? Maritime
Year 9	Autumn	Basic Skills Project: Drawing, Painting and Artist Research How does Art & Design play a part in our everyday lives? What career opportunities are there within Art & Design / Creative Industries? How can I use tonal shading to create a three-dimensional effect in my drawings? How can I use ink effectively? How can I effectively experiment with a range of colour techniques? How do I research an artist or designer? How can I use markmaking to create texture?
	Spring	Biosphere Project: 3D, Printing and Textiles Why does the Island have 'Biosphere Status'? How can I use a range of artists or designers to influence my own artwork? How can I use a range of media such as paints and pastels to create different effects? How can I use stitching in a final piece? How can I create a range of forms and textures using clay inspired by my drawings? How can Art and Design raise awareness of environmental or social issues? Maritime Eco Futures
	Summer	Masks/ Identity Project: 3D, Painting, and Mixed Media How do artists and designers reflect identity? How can I create expressive work in a range of media? How can I use artists and designers to influence my artwork and how can I explain how and why? How do artists raise issues of identity, stereotyping and colonialism? How can I develop my own artistic voice? How can I show creativity and agency to produce my own artwork?