



Knowledge Organiser

Art and Design

Year 7 – Pattern in Culture

Key Knowledge

DEVELOP ideas: AO1

You will learn:

- ❑ About contemporary and traditional artists and their approaches to depicting patterns found in culture, with a focus on masks
- ❑ About the use of pattern in Western and Non-Western art traditions
- ❑ About colour theory and its applications in art
- ❑ How to carry out extended written and visual artist research with analysis of artwork studied, using key art language
- ❑ How to develop a sketchbook using a specific topic as inspiration

REFINE ideas: AO2

You will learn to:

- ❑ Create the illusion of 3D and texture using drawing materials and techniques such as: shading, blending, layering
- ❑ Control hand movement and material application for accuracy
- ❑ Mix and apply poster paint with even coverage
- ❑ Create light and dark tones with paint (tints and shades)
- ❑ To create block prints using Lino, printing ink and printmaking tools
- ❑ Use tracing paper and pattern making principles (regular/irregular/mirrored etc.) to create patterned mask painting
- ❑ Use clay slab building techniques to make a sculpture

Record ideas: AO3

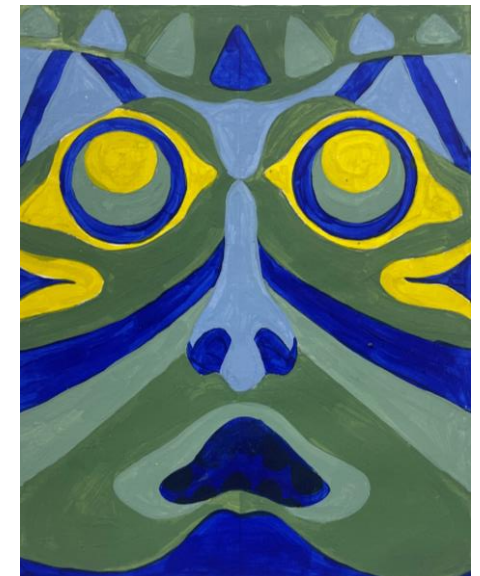
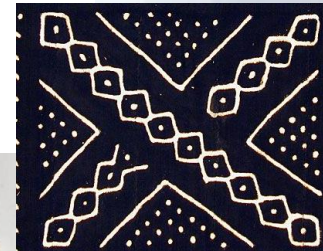
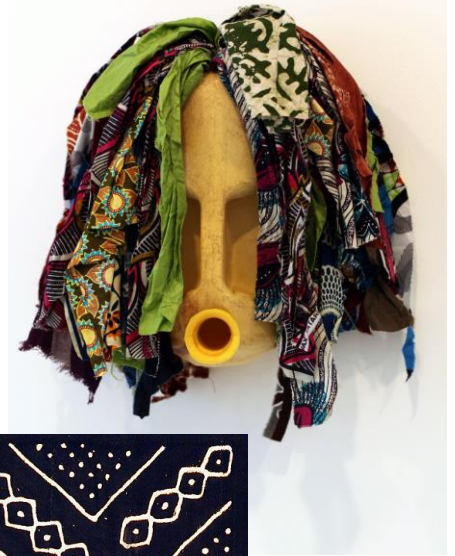
You will learn to:

- ❑ Record thoughts, observations in annotation
- ❑ Create design work for a final piece, exploring materials, techniques and compositions best suited for your final outcome

Present ideas: AO4

You will learn to:

- ❑ Create a more complex, ambitious outcome to finish the project: clay mask





Knowledge Organiser

Art and Design

Year 7 – Environment

Key Knowledge

DEVELOP ideas: AO1

You will learn:

- ❑ About contemporary and traditional artists and their approaches to depicting landscape
- ❑ About the use of landscapes in Western and Non-Western art traditions
- ❑ About key ideas within art, and a vocabulary of key terminology and techniques to analyse artwork
- ❑ How to develop a sketchbook using a specific topic as inspiration

REFINE ideas: AO2

You will learn to:

- ❑ Create the illusion of 3D and surface texture using drawing materials and techniques such as: shading, blending, layering and mark-making
- ❑ Use principles of depth in landscape such as aerial perspective, overlapping, leading lines, scale, mark-making and focal points, linear perspective
- ❑ Use a variety of experimental approaches to paint to create colour, depth and texture such as: sgraffito, stippling, paint dragging, frottage, ink and dilution techniques and additive materials
- ❑ Use mono-printing techniques to accurately represent elements of detail within landscape

Record ideas: AO3

You will learn to:

- ❑ Record thoughts, observations in annotation
- ❑ Create design work for a final piece, exploring materials, techniques and compositions best suited for your final outcome

Present ideas: AO4

You will learn to:

- ❑ Create a more complex, ambitious 2D outcome to finish the project

How does this learning build on previous year 7?

- ❑ Develops tonal skill in pencil with more challenging perspective and detail
- ❑ Develops your understanding of composition to include overlapping and symmetry/asymmetry
- ❑ Develops oil pastel to include mark-making for texture
- ❑ Paint work developed to create complex 2D form, with consideration tonal techniques

