

Higher Education

Penair School Art and Design

- Career Paths:
- Graphic Designer
 - Illustrator
 - Fashion Designer
 - Textiles Buyer
 - Interior Designer
 - Web Designer
 - Photographer
 - Make Up Artist
 - Print Designer
 - Film and Television
 - Architect
 - Theater Set Designer
 - Costume
 - Video Game Designer
 - Animator

A Levels?

BTECs?

Post-16 Options

- A level Art
- A level Textiles
- A level Graphics and Illustration
- Extended Diploma in Art and Design
- Art and Design BTEC

EXTERNALLY SET ASSIGNMENT

- 8 weeks preparation time.
- 10 Hour practical exam.
- 40% Of the overall mark

EXAMS

To inform your work you will need to explore:

- The time and place in which works were produced.
- How the theme has been interpreted by others.
- Ways in which materials and techniques have been used.
- Formal elements, such as how colour has been used.
- Texts, poetry, film or music.
- Materials which have cultural, religious, ritual or symbolic meaning.

The following points could help you succeed:

- Select appropriate media and materials.
 - Make time to experiment with new skills and approaches.
 - Write reviews of your experiments and question your results.
- Refine your ideas and try to make changes

It will help you to:

- Think about ways you have selected and developed your visual work.
- Consider ways that you have related your studies to other artists/the context.
- Consider how your work relates to the starting point.
- Consider ways that you could develop your work further.

It will help you to:

- Decide how you are going to present your outcome and plan it carefully.
 - Explain how you have arrived at your final idea.
 - Relate your work to the artists/context you have studied.
- Make sure that your whole unit of work is like a journey leading to your final outcome.

SKETCHBOOKS

Collecting, artists research, responding, experimenting, planning, recording, annotating and analysing

YEAR 11

Develop ideas through investigations, demonstrating critical understanding of sources.

Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.

Record ideas, observations and insights relevant to intentions as work progresses.

Present a purposeful and meaningful response that realises intentions and demonstrates understanding of visual language.

GCSE PHOTOGRAPHY

GCSE TEXTILES

GCSE ART AND DESIGN

GCSE GRAPHIC COMMUNICATIONS

Explore Create Evaluate

Photoshop Illustrator Photography

Clay Wire Papier Mache

Paint Printing Drawing

Mixed Media

Fabric Embellishments. Textiles construction

Drawing from imagination. Drawing for design. Mixed media. Analysing images critically. Drawing using direct observation.

Surrealism – understanding Historical and cultural developments in art. Understanding the lives of great artists.

Drawing using grid method. Clay construction using the forma method. Colour theory for design and symbolism.

How art reflects and shapes customs and culture – Mexico/ America.

Drawing for design. Composition for design. Colour theory for textiles design. Drawing from first-hand and secondary sources Mixed media- (Batik, applique, printing onto fabric).

How architecture links to Art movements. Textiles in art Language of art and architecture. Recognising pattern.

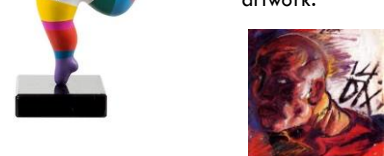
OPTIONS



How art reflects and shapes local history. How art/ artists contribute to Cornish creativity and wealth.

Science of Clay. Analysing critically. Evaluation – How does Artwork reflect emotion in the style of artists work? Clay construction techniques Modelling, firing and glazing. Learn art language.

Figure drawing – proportion Gestural mark making Design and how colour affect visual impact of artwork.



YEAR 10

SURREALISM

GRAPHICS

DAY OF THE DEAD

CLAY SKULLS

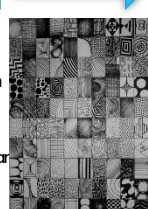
TEXTILES

ARCHITECTURE

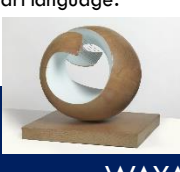
YEAR 9

KEY KNOWLEDGE

Tone Line and texture Drawing – mark making in the landscape – drawing from direct observation. Painting using tone, form and composition.



Barbra Hepworth – St Ives artists. Lives of Great Artists – Ben Nicholson and Alfred Wallis Critically evaluate Abstraction. Learning art language.



How art reflects and shapes customs and culture – Wayang. Use art language. Evaluate own and other work. Proportion of the human form. Evaluating work to create a visual impact. Recognise pattern Use art language.



History of design. Constructivism – How art shapes/ reflects history and culture – Russian. Colour theory for design.



City of Lights



COMBINED TRURO SCHOOLS EXHIBITION

Life of Niki De Saint Phalle. Links to abstract expressionism How art reflects emotion and content in 20th century.



Lives of great artists Käthe Kollwitz and Edvard Munch. Critically assess their own and others work.

Expressionism and Artist Reflecting world events and emotions. Artistic responses to the First World War.

Block Printing Batik. Mixed media. Using craft knives.

Life of Van Gogh (mental health). Knowledge of great painters – Impressionism & Post- Impressionism impact on art history.

Build on colour theory knowledge- putting it into practice. Science of colour theory.

Collage – Composition. Typography. Evaluation/ analysis. Painting for design.

KEY SKILLS

KEY KNOWLEDGE

YEAR 8

CLAY WORK

SCULPTURE

PRINTING

EXPRESSIONISM

COLOUR

PAINTING

YEAR 7

Printing- Experiment, refine, analyse as work progresses Using colour to express emotional visual impact Learn art language.

Drawing – proportion Mark making – using gestural marks to create emotion visual impact. Learn art language.

Recording observations in sketch books. Handling paint and analysing and evaluating work to strengthen impact Learn art language.

Painting – mark making Colour blending – ratios Mark making - drawing Theory. Depth/ composition.

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KEY SKILLS

DRAWING | ANALYSING | CREATING

