Year 7 Art & Design Threshold Concepts

Colour Theory and the Elements of Art / Masks from around the World / Technical Drawing

By the end of Year 7, students are expected to...

Generating Ideas	Knowledge	Making	Evaluate	Greater Depth
Use a range of drawing materials in your sketchbook to generate ideas for final outcomes.	Look at the works of other artists and designers as well as movements to inspire your own work.	Use watercolours to create a colour wheel using primary, secondary and tertiary colours as well as controlling the use of tints and shades.	Understand, reflect and discuss the work of artists, craftspeople and designers, creating your own opinions.	Thoughtfully and independently select different materials and tools to support your art works.
Create and gather ideas, information and research in your sketch book for 2D and 3D designs and art works.	Know art terms and specialist vocabulary.	Produce observational drawings that experiment with line, shape, tone, colour, texture, form and space by using a variety of drawing materials.	Select, read about and respond to suitable art works on the web, in books and other sources.	Exploit the unique characteristics of the work of the artists, designers or architects studied, in order to inform creative actions and the selection of processes and techniques.
Practise the elements of art, using the study of artists and other cultures to creatively inform your designs.	Use different techniques and know how to refine work.	Work responsibly and safely in the art room, thinking carefully about presentation.	Identify strengths in your work and what could be improved.	Understand and explain how different types of art and design convey interpretations of mood and meaning.
Use your sketchbook to show your ideas imaginatively and creatively.	Name different art forms including types of painting, craft, sculpture, design and architecture, photography and digital media.	Explore sculpture processes such as construction using papier mache, made and found materials.	Use descriptive and critical language when speaking and writing about art works.	Independently use the elements of art in your work to support your final outcomes.

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Develop creative outcomes from my own research and recordings.	Use your knowledge of colour theory to create artworks.	Develop your own practical skills through investigation and experimentation using a range of materials and techniques.	Provide honest and purpose- ful feedback to your peers, describing strengths and possible next steps.	
Respond to artists and designers studied by exploring their use of materials, processes and techniques.		Explore technical drawing using perspective.		
		Explore block printing, surfaces and repeating patterns.		
		Experiment with colour mixing, painting tools and a range of dry and wet media.		

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Becoming an Artist	Maths Threshold Concepts	English Threshold Concepts
Practise your own art skills by using the elements of art or artists you have studied. For example, observational drawings, photography or paintings.	Using mathematical equip- ment such as rulers and compasses.	Evaluating work (verbal and written) Reading and writing about Art-
Independently research artists, designers or architects by using the internet, books or galleries.	Scale and proportion. 2D and 3D shapes. Repeating or rotating patterns.	ists and Art Movements Expressing their 'own critical voice'