

Bramhall High School Art



A level – Art, (Need grade 6 and above)

BTEC
(Need Grade 5 in Art)

Technical Routes T Levels, apprenticeships, vocational
Technical Qualifications.
Higher Education.

Human Form project. Students will complete the 4 Assessment Objective Tasks in sketchbooks creating and evidencing a final piece of work based on their findings. Artists studied have been taken from a past GCSE question paper: Leonardo Da Vinci- anatomy, Lucy Jones abstract portraiture, Tim Marrs collage portrait design, Alice Kettle textiles portraits. Students in addition may want to look at some of their own artists. Portraiture, anatomy studies and figure drawing are all included in this project.

Students will select 1 question from the exam paper and create a project including, researching their own ideas, completing critical studies into relevant artists, experimenting with their own ideas using a range of skills, media and techniques and creating a final piece of work under exam conditions.

AQA GCSE EXAM PAPER
Exam Project

AQA GCSE FINE
ART Human
Form PROJECT

YEAR
11

AQA GCSE FINE
ART
ARCHITECTURE
PROJECT

YEAR
10

AO1 Students should collect and present research in their sketchbook linking to different types/ styles of architecture. They will look into the following styles Classical, Gothic and Modern. They should learn about perspective drawing and make studies of architectural details and at least 2 famous architects.

AO2 Students will develop and improve their skills with a range of materials and techniques. Mainly painting and drawing, using watercolour and acrylic. They will also explore mixed media techniques such as collage and printmaking throughout the project to extend their skills and begin to develop their own style.

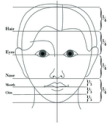
AO3 ARTIST RESEARCH
Students will have a choice between local artist LS LOWRY/ Michael Gutteridge. They will then choose between 2 great abstract artists/ architects Antonio Gaudi and Hundertwasser. They will create in-depth critical studies and produce their own work in the style of their chosen artists.

AO4 Students will plan and create a final piece of work based on prior learning from this architecture project analysis and explaining their ideas in a sketchbook as it develops.

National Curriculum
Compliant

PORTRAITURE
MINI SKILLS
PROJECT

A range of tasks
proportion in portraiture
Exploring famous portraits
Self portraits
Realistic v abstract
portraiture.



TASK 6
Celtic symbols and
meanings task

TASK 5
Green man
mixed
media task.

TASK 4
Book of Kells
Illuminated
Manuscripts

TASK 3
Celtic art penwork
collage backgrounds
Celtic knotwork

TASK 2
Celtic art
mood
board

TASK 1
Celtic art
title page

CELTIC ART
PROJECT
under
development

YEAR
9

Sweets
Project and
colour theory



1) Critical study
into relevant
artists Sarah
Graham and
Nigel
Humphries

2) Artist
Wayne
Thiebaud
oil pastel
cake studies

3) Colour theory
Artist George Seurat
studies and
pointillism technique
sweet jars

4) Creative
task sweet
shop
window
design

5) Design and
create a 3D
gingerbread
sweets house

6) Final piece mixed
media sweet pile
and project
evaluation

STILL LIFE AND
CUBISM STUDIES
PROJECT

1) Still Life
through Art
History from
Ancient times
onwards booklet

2) Vanitas still
life art and
research into
artis Harmen
Steenwijk

3) 4x mini
rotational still
life practical
skills activities

4) Glass bottle
still life
observational
drawing task

5) Critical
study Post
Impressionist
artist Paul
Cezanne

6) Critical
study Picasso
and Cubism in
still life

7) Final piece mixed
media cubist style
still life and project
evaluation

7) Final piece
Japanese
printmaking and
project evaluation

6) Japanese design
idea creation for
prints

5) Grid
drawing
enlargement
task

4) Origami Making
and research critical
study famous Artist
Akira Koshizawa

3) Architecture
Japanese
pagoda
drawing task

2) Japanese Artist critical
study research either
Katoshika Hokusai or
Utagawa Kuniyoshi

Y8 EXAM
jewellery In the
style of Ancient
Egypt

Ancient
Egyptian
ART
Project



4) 3D jewellery making of Egyptian
jewellery design using paper
quilling and bead techniques

3) Students own design
creative Egyptian
jewellery piece

2) Creating an Egyptian jewellery
fact sheet from sketchbook and
prior knowledge

1) Observational
drawing of
Jewellery

Mythical
Creatures



1) Mynical
creature creative
title page.

2) Illustrator Sara Fanelli
critical study research
from her book Mythical
Monsters

3) Animals
drawing
research
task

4) Creative work
design own
mythical
creature from
animal parts

5) Dragon Drawing tasks
homework create own 3d
Mythical creature from recycled
objects and photograph

6) Troll
research
task

7) Loch Ness Monster
research task and
project Evaluation.

Ancient
Greek art
project

1) Timeline and
examples of
famous Ancient
Greek artwork
exploration. Virtual
Art Gallery tour
homework tasks

2) Famous
Ancient Greek
Sculpture
research
Discobolus,
winged Victory,
Venus de Milo

3) Ancient
Greek pattern
and
decoration
studies

4) Ancient
Greek vase
and coin
task design.

5) Clay pinch
pot and coin
making task

6) Ancient
Greek gods and
Myths task
research

6) Final piece pile
of leaves and litter
created from 4
skills learnt so far,
pencil crayon,
paint with tints
paint with tones,
pencil shading
skills. Project
evaluation.

5) Man made object
packaging pencil
crayon studies and
critical study
homework into 2
chosen artists who use
natural objects in their
work

4)Painting skills
mixing Tints and
Tones leaf task

3) Leaf drawing skills task.
Homework Artist research
Natural objects Andy
Goldsworthy photograph
your own land art task and
critical study.

2) Shell observational
drawings art critique peer
assessment Austin's
butterfly task.

1)Title Page and
decoration from step
by step drawing
booklets.

Natural v
Manmade
Project

Baseline Skills
Y7 SHOE TESTS 3
LESSONS To Assess
students abilities
entering Art.

YEAR
7

Shoe project y7 Baseline test
observational shoe drawing,
research into shoes, patterns,
cultures in LRC research
unusual shoe homework own
creative shoe design.

A1 A3 SC4

welcome