Knowledge Organiser
Art and Design
Year 9 – Derelict Cities

Key Knowledge

DEVELOP ideas: AO1
You will learn:
- About artists, game designers and animators in their approaches to depicting cities
- Western and non-western art traditions
- How to carry out extended written and visual artist research with critical awareness and analysis of artwork studied, using key art terminology
- How to develop a sketchbook using a specific topic as inspiration

REFINE ideas: AO2
You will learn to:
- Use proportion, perspective and shading techniques to render 3D form with multiple planes
- Use sight-sizing and contour techniques to draw buildings from observation
- Use two-point-perspective to create cityscapes with depth and 3D
- Use digital editing software to render buildings with texture and additional features
- Use printmaking techniques such as: mono-printing, collagraph, block printing and stencils
- Create dioramas/maquettes using model making and painting techniques

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
- Edit imagery using enhancement and manipulation tools

Present ideas: AO4
You will learn to:
- Create a more complex, ambitious outcome to finish the project. Either in 2D or 3D

How does this learning build on year 8?
- Develops drawing with greater challenges of perspective and composition
- Develops observational drawing to include sophisticated approaches to capturing accurate proportion and complex visual information
- Printmaking techniques are extended to include more intricate, process heavy approaches to printed work
- 3D work is extended to include model making techniques using cardboard manipulation and multiple approaches to painting (if 3D outcome created)
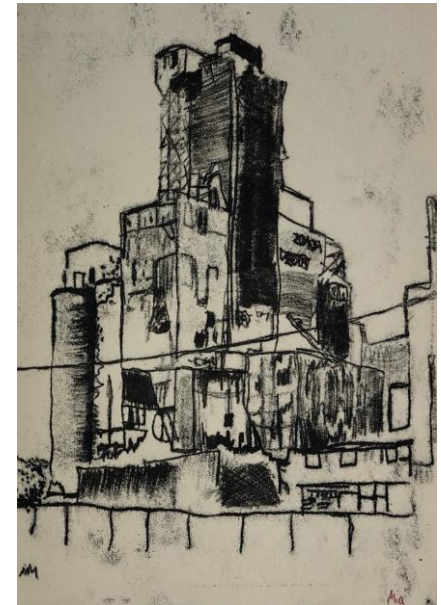
Knowledge Organiser
Art and Design
Year 9 – Human Form

Key Knowledge

DEVELOP ideas: AO1

You will learn:

- About contemporary and traditional artists, their approaches to depicting human form and how portraiture has evolved over time
- 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:

- Use geometry, anatomical proportions and construction lines to translate complex visual information into drawn outcomes
- Use mirrors and photographs for greater accuracy in observational drawings
- Use the grid method to achieve greater realism in drawn and painted outcomes
- Use of tonal mapping to assist with a foundation for accurate tonal painting
- Use blending and colour theory to enhance mood and 3D rendering of facial features
- Use acrylic paint techniques such as: colour mixing, impasto, sgraffito expressive and gestural brush strokes
- Use pattern to create surface quality and a stylistic approach to portraiture

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 final outcome that reflects skills learnt and will respond to contextual sources investigated

How does this learning build on year 8?

- Develops drawing technique to include reductive graphite stick and charcoal approaches
- Develops drawing accuracy using the grid method
- Extends painting technique to include acrylic paint approaches
- Extends oil pastel to include grid method approaches and more advanced proportional knowledge and blending techniques