

Learning Plan 3		Subject/Pwnc: Art and Design		Year/Blwyddyn: Year 9	
<p><u>The Four Purposes in Creative Arts:</u> Ambitious, capable learners, who: set themselves high standards; seek and enjoy challenge; are increasingly knowledgeable and skilful; ask questions; enjoy solving problems. Enterprising, creative contributors, who: connect and apply their knowledge and skills to create ideas and products; think creatively to reframe and solve problems; identify and grasp opportunities; take measured risks; lead and play different roles in teams effectively; express ideas and emotions through different media; give of their energy and skills so that other people will benefit. Ethical, informed citizens, Healthy, confident individuals, who: are confident, resilient and empathetic; take part in physical activity; have the confidence to participate in performance; form positive relationships based upon trust and mutual respect; face and overcome challenge.</p>					
<p>Knowledge focus/what matters: Pupils will develop and apply their understanding of cultural symbolism, pattern, and colour through the study of the Mexican festival Day of the Dead. They will analyse and interpret how meaning is communicated through visual elements such as skull imagery, decorative pattern, and colour.</p>					
Learning objective/key question	What will I know and be able to do? I can...	How will I develop my skills? (Success Criteria)	Homework/Gwaith cartref to support progress		
Week 1 What is the Day of the Dead festival and why is it important?	<ul style="list-style-type: none"> Identify key symbols of the festival (skulls, marigolds, ofrendas) Describe what these symbols represent Summarise the meaning of the festival in my own words Explain how art communicates cultural meaning 	<ul style="list-style-type: none"> Identify and describe at least 3 symbols Explain their meaning clearly Use key vocabulary Summarise and present information into a research page 	Wk 1	Homework: Set: Due:	
Week 2 Hot to construct a skull using correct proportions	<ul style="list-style-type: none"> Apply guidelines to construct a skull drawing Measure and adjust proportions for accuracy Refine drawing to improve realism 	<ul style="list-style-type: none"> Measure guidelines to ensure accurate symmetry and proportions in your drawing Map out the eye sockets, nasal cavity and jaw correctly Refine work based on formative feedback 	Wk 2	Homework: Set: Due:	
Week 3 I can use tone to create 3D form	<ul style="list-style-type: none"> Apply a range of tones to create depth in my drawing Differentiate between light and shadow Analyse where highlights and shadows should go Refine shading to improve realism 	<ul style="list-style-type: none"> Apply and control a range on tones onto a tonal grid Analyse where shading is needed Blend tones smoothly to ensure drawing looks 3 dimensional 	Wk 3	Homework Set: Date:	
Week 4 How symbolism is used in sugar skull designs	<ul style="list-style-type: none"> Analyse sugar skull designs and patterns Compare realistic skulls with symbolic skulls Explain the meaning behind design choices Generate multiple design ideas 	<ul style="list-style-type: none"> Analyse and compare skull designs Generate at least 3 sugar skull designs for final outcome Justify best design and explain the symbolism in the design 	Wk 4	Homework: Set: Due:	



<p>Week 5</p> <p>How to combine skills and ideas into a final piece</p>	<ul style="list-style-type: none"> • Design and create half realistic/ half sugar skull design • Apply tone, colour and pattern effectively • Justify creative decisions 	<ul style="list-style-type: none"> • Create a symmetrical sugar drawing which represents both realism and symbolism • Justify design choices for the sugar skull design using cultural vocabulary • Apply vibrant colour and pattern effectively 	<p>Wk 5</p>	<p>Homework</p> <p>Set:</p> <p>Due:</p>
<p>Week 5</p> <p>SYL</p>	<p>Skull drawing in two halves representing realism and other half sugar skull inspired by cultural symbols.</p>	<ul style="list-style-type: none"> • The skull is the correct shape and size, with features in the right place using neat, controlled lines • Shading makes the skull look 3D, using a full range of light and dark tones, with smooth blending, clear highlights and shadows • There is a clear difference between both halves, with one side realistic and the other filled with detailed, balanced patterns and Day of the Dead symbols • Colour and patterns are neat and well thought out, showing clear links to the Day of the Dead 		
<p>Week 6</p> <p>How to evaluate and improve the work</p>	<ul style="list-style-type: none"> • Evaluate the final piece against the success criteria • Compare the two halves of my work • Justify artistic and technical choice • Critique my own and other's work 	<ul style="list-style-type: none"> • Evaluate and justify my work clearly • Use subject specific vocabulary accurately • Suggest meaningful improvement 	<p>Wk 6</p>	<p>Homework:</p> <p>Set:</p> <p>Due:</p>