

	Theme	Overview of key learning to take place	How learning will be assessed
TERM ONE MASHUP		<p>Task 1: Baseline Test</p> <ul style="list-style-type: none"> • I can create an observational drawing of a Nike Air Jordan sneaker. • I can use a range of pencil marks to create shape and realistic detail • I can use my observation skills in replicating the features of a Nike sneaker <p>Task 2: Islamic Art MASHUP</p> <ul style="list-style-type: none"> • I can produce an artwork that combines and mixes three key elements from Islamic Art: arabesque floral motifs, Arabic calligraphy, geometric pattern • I can demonstrate thought and consideration by creating an initial plan before making a larger artwork • I can incorporate and mix different media and materials in my artwork • I can produce a neat and well-presented finished artwork <p>Task 3: Keith Haring Painting</p> <ul style="list-style-type: none"> • I can produce a large scale A2 painting in the style of artist Keith Haring • I can incorporate a mix of symbols from Pop Culture and the UAE in my work • I can identify and utilize key features from KH's style in my own work such as flat 2D colours, simple cartoon figures, black outlines and action lines • I can produce a well-presented artwork which creates an impact 	<p>Formative assessment</p> <p>Feedback will be given to help students to improve and progress in the topic area. All work is then graded and used for the midterm reports.</p> <ul style="list-style-type: none"> • Self/Group reflection on completed task • What Went Well? (WWW)... Even Better If (EBI)... • Direct and immediate feedback from the teacher in every lesson. <p>Summative assessment</p> <p>The produced artwork is marked at the end of the topic based on set criteria mainly covering learned skills and techniques.</p> <ul style="list-style-type: none"> ✓ Planning, design and concept ✓ Drawing and Pattern Design ✓ Application of Technique and use of Colours ✓ Overall presentation (quality and neatness)

Task 1: Cubist Drawing

- I can demonstrate an understanding of the concept of “cubism” by successfully incorporating different elements, angles and details of the same object in different positions and viewpoints within the same artwork
- I can use a variety of different lines, shapes and mark-marking in my artwork
- I can successfully use a variety of different pens and pencils to create colour and contrast in my artwork

Task 2: Surrealist Dream Painting

- I can demonstrate imagination and creativity by creating my own unique “dream painting” of a dream I can remember
- I can produce a skillful draft drawing with correct sizing, proportion and details
- I can paint my artwork successfully mixing/blending different tones and colours
- I can produce a finished artwork with neat presentation and a harmonious colour scheme

Task 3: Surrealist Melted Clock Sculpture

- I can demonstrate imagination and creative thinking by designing and making a surrealist sculpture which combines two unrelated objects or elements
- I can demonstrate 3D sculptural skills by producing a free standing artwork made from recycled materials
- I can first draw a 2D draft design for my sculpture before transferring it into 3D
- I can produce a neat and well-presented final artwork

Formative assessment

Feedback will be given to help students to improve and progress in the topic area. All work is then graded and used for the midterm reports.

- Self/Group reflection on completed task
- What Went Well? (WWW)... Even Better If (EBI)...
- Direct and immediate feedback from the teacher in every lesson.

Summative assessment

The produced artwork is marked at the end of the topic based on set criteria mainly covering learned skills and techniques.

- ✓ Planning, design and concept
- ✓ Drawing and Pattern Design
- ✓ Application of Technique and use of Colours
- ✓ Overall presentation (quality and neatness)

Task 1: Comic Book Cover Design

- I can demonstrate creativity and imagination by designing my own unique comic book cover taking inspiration from famous comic books, graphic novels and comic book artists
- I can create a design with a strong/bold/attractive composition and layout including comic book features such as title, date and issue, and price
- I can create detailed, well-drawn and neatly-coloured characters and scenery, and finish my work with neat presentation

Task 2: Digital Comic Panel painting

- I can demonstrate flexibility and skill by using a range of different tools, equipment and media such as digital technology, devices and software to create my artwork
- I can create and design a bold and unique comic book panel (single scene) taking inspiration from the style of famous comic book artists
- I can demonstrate digital drawing skill through recreating line, shape, shading and texture with software such as Procreate on the Ipad

Formative assessment

Feedback will be given to help students to improve and progress in the topic area. All work is then graded and used for the midterm reports.

- Self/Group reflection on completed task
- What Went Well? (WWW)... Even Better If (EBI)...
- Direct and immediate feedback from the teacher in every lesson.

Summative assessment

The produced artwork is marked at the end of the topic based on set criteria mainly covering learned skills and techniques.

- ✓ Planning, design and concept
- ✓ Drawing and Pattern Design
- ✓ Application of Technique and use of Colours
- ✓ Overall presentation (quality and neatness)