

ROAD MAP OF VISUAL ARTS

Our students can acknowledge the visual arts as a valuable tool for human discovery, expression and communication, they can identify and respect artistic talent as a positive trait in others and self. Students can acknowledge visual beauty and aesthetic pleasure. They can look at a work of art with curiosity and wonder. They can express a respectful informed opinion about the visual work of others.

Talented artists at Isca can be proud of their cultural knowledge, they can present an advanced and comprehensive portfolio of visual investigations that will allow them to pursue a career in the creative industries.

- 2D Artist
- 3D Artist
- Performance Artist
- Crafts person
- Graphic Designer
- Product Designer
- Illustrator
- Architect
- Photographer
- Cinematographer
- Animator
- VFX, SFX
- Games designer
- Fashion Designer
- Hair and makeup designer
- Movie theatre set designer
- Movie prop designer

A Levels
Apprenticeships
Level 3 Diplomas

Externally Set Assignment 40%

Course Work Completion 60%

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Visual poetry: Abstract images convey meaning.

Experiment: photo shoots, double exposure, mixed media, 3D card and textile construction.



Close-up Mock

Develop: understanding abstraction through texture effects, juxtaposition, metaphors, layered imagery...



Reflection Mock

Develop: understanding of abstraction through effects, juxtaposition, metaphor, multi-layered...

Experiment: photo shoots, double exposure, photo montage, post production

Visual poetry: Photos convey meaning.

Culture, belonging, values: Photos convey meaning.

Human Identity



Develop: Research, context, symbols, codes, conventions.
Experiment: Manual modes, scanography, joiners, black and white, stencil, studio lighting.

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Human Identity

Styles, visual communication, visual poetry

Develop: Research, context, symbols, codes, conventions.

Experiment: mono print, screen print mixed media.



Architecture

Develop: Research skills, understanding History of Art.

Experiment: drawing, painting, pastel and mixed media skills

Architecture

Experiment: Digital graphics + Photoshop skills: cut, copy, paste, layer, blending modes, filters...

Develop: Research skills, understanding the history of visual styles.

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Basic Elements and Principles of Art



Record: identify and capture visual elements isolated or combined
Develop: Apply principles of composition. **Develop:** Analyse, present and annotate.
Develop: Basic digital skills: Name, extensions, save, print, retrieve, store.

Basic Elements and Principles of Design



Research and analysis: make links, understanding of context

End of rotation assessment +GCSE options advice

Develop: Photoshop: brush, fill, gradient, texture. Digital graphics.



Cubism, Pop Art, collections, auctions, Art value

Description and analysis: visual elements as features, composition features, understanding of style

Objects and viewpoints
Experimentation into Abstraction

Develop: construction and mixed media. Collage.

Develop: paint and mixed media.

Develop: select and enlarge, measure, place, compare, adjust.

Drawing-line: Observe, experimental recording, overlap.

Record: Camera angles, multiple exposure, layers.

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Baseline Assessment

Record: Light + frame awareness

Research and analysis: make links, understanding of context



Me and My World
Figure-Landscape-Architecture

End of rotation assessment

Develop: Photoshop. Digital graphics.

Painting technique 2: Colour pencil blending
Painting technique 1: Watercolour: wet on wet and wet on dry.

Drawing-line: Observe, record detail, trace.

Drawing-line and tone: measure, place, compare, adjust.

Develop: scale, composition: Layer, overlap figure and background.