



Week	36	37	38	39	
W/C Date	25-Jun	2-Jul	9-Jul	16-Jul	
Topic	<b>Cool Characters</b>				
Key Objectives	Students will produce a mind map that also includes some reasoned evaluation of the purpose of characters within art, craft and design.	Students will be developing and enhancing their understanding of characters through a comparison of two different types/styles of character.	Students to produce research into characters based on the work of a range of artists/illustrators using a range of media and techniques to recreate these. Yoshitomo Nara Character in Pen on envelope.	students to confidently explore a range of mark making techniques and use these to effectively add shading to their Yoshitomo Nara character.	
Assessment	Peer	STAR	Self		
Homework	Check and finalise Cool character title page		Research Artist Yoshitomo Nara		

**Department Year 7 grades 3-8 long term plan**

	Assessment weeks
	Moderation week
	Data Capture
	STAR marking
	Exit Poll

- **Key Skills to be Covered**
- **To develop knowledge of the creation and use of characters within art, craft and design and be able to make comments on these.**
- **To use a range of materials, techniques and processes to recreate a range of characters within research.**
- **Select appropriate materials, techniques and processes in the development of their own character ideas, using influences from research.**

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W/C Date	03-Sep	10-Sep	17-Sep	24-Sep	01-Oct	08-Oct	15-Oct		29-Oct	05-Nov	12-Nov	19-Nov	26-Nov	03-Dec	10-Dec	17-Dec		
Topic																		
Key Objectives	Yoshitomo Nara character in tonal pencil on lined paper.	Yoshitomo Nara character in colour crayon on brown paper.	Students will be given the option to research one of two illustrators that create characters as a central theme to their work. Individual study of an illustrator. Jon Burgerman/Zara Wood.	Complete study of an illustrator. Jon Burgerman/Zara Wood.	Students to create an effective Kachina Doll shape that includes effective painted pattern areas and combines at least one other media for headdress.	Complete Kachina Doll shape that includes effective painted pattern areas and combines at least one other media for headdress.	Students will begin to develop their own design skills in the form of using previous character research and incorporating this into further cultural research. Set of 3 Russian Dolls inspired by previous cool		Complete their own design skills in the form of using previous character research and incorporating this into further cultural research. Set of 3 Russian Dolls inspired by previous cool	Study Kokeshi doll Students given basic shape of Doll and asked in pairs to brainstorm around the shape and label with ideas they could use from research for various features/areas of detail.	Design on Kokeshi Doll shape. Incorporating at least two influences from previous research.	Students will begin to use a range of materials, techniques and processes to transform one of their design ideas into a 3D Kokeshi style doll character.	Making of Kokeshi style doll. (3D Figure)	Making of Kokeshi style doll. (3D Figure)	Making of Kokeshi style doll. (3D Figure)	Making of Kokeshi style doll. (3D Figure)		

