

Visual Art

In Visual Arts, you get the opportunity to design, produce and reflect on a variety of artworks. You will study different art forms, mediums and approaches. Visual Arts, you will study various 2D and 3D art forms such as painting, digital art and sculpture. You will have the opportunity to guide your own artwork direction through using the inquiry cycle. After more information? See Ms Hammond (Q block) or Ms Venardos (Q block).

Year 7 Arts

Students will study each of the strands below for a term across the year.

- Dance
- Drama
- Music
- Visual Arts

Students will be introduced to the selected strands and will complete a combination of making and responding tasks

Year 8 Visual Art

In Year 8 Visual Art, students will explore different artist styles and mediums in order to develop foundation visual art skills. Students will develop folios of work that explore specific styles of art, create various artworks and respond to artworks.

Students will complete a range of making and responding tasks.

Year 9 Visual Art

Unit 1 – Popular Culture and Art

This unit focuses on the concept of Popular Culture and it's representation in art forms such as painting, digital art and sculpture. Through studying the work of others and carrying out a variety of making and responding tasks students will gain a deep understanding of how Popular culture has shaped and inspired artworks within a historical and a contemporary context. Students will focus on studying Cubism and Pop Art throughout the semester.

Year 10 Visual Art

OR

Year 10 Introduction to Visual Art in Practice

Unit 1 – Realism to Abstraction

Unit 2 – Words Signs and Symbols

Unit 1 – Masks to Masquerades

Unit 2 – Functional Design

This unit is designed to allow students to specialise and extend themselves in 2D and/or 3D areas.

This unit is designed to allow students to extend and specialise in the Arts, and prepare them for the transition in to Senior Visual Arts.

This unit is designed to allow you to explore both 2D and 3D design. This unit explores wearable designs and designs for ritual, celebration and performance.

Using a variety of social, contemporary and historical contexts, you will respond to design briefs to generate artworks/products for a specific functional purpose.

Visual Art (General)

OR

Visual Art in Practice (Applied)

Unit 1 – Art as Lens

Unit 2 – Art as Code

Concept: lenses to explore the material world
Contexts: personal and contemporary
Focus: People, place, objects

Concept: art as a coded visual language
Contexts: formal and cultural
Focus: Codes, symbols, signs and art conventions

Unit 3 – Art as Knowledge

Unit 4 – Art as Alternate

Concept: constructing knowledge as artist and audience
Contexts: personal, contemporary and/or formal
Focus: student-directed

Concept: evolving alternate representations and meaning
Contexts: personal, contemporary and/or formal
Focus: student-directed focus

In Visual Arts in Practice, students respond to authentic, real-world stimulus seeing or making new links between art-making purposes and contexts. They explore visual language in combination with media, technologies and skills to make artworks. Throughout the course, students are exposed to two or more art-making modes, selecting from 2D, 3D, digital (static) and time-based and using these in isolation or combination, as well as innovating new ways of working.

