Year 7 to 10 The Arts

Visual arts

September 2022

Scope and sequence

Revised to align with the Australian Curriculum V9.0 (2022)

V2.0



The Arts – Visual arts: Year 7 to 10

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Context statement

For the purpose of this document, the terms 'artist' and 'artwork' refer collectively to all visual artists, craftspeople, designers, and their respective work.

In Visual arts, students experience and explore the concepts of artist, artwork, world, and audience, looking at artwork from the viewpoint of the artist and the audience. Students learn in, through, and about visual arts practices, developing practical skills, techniques, processes, and products with a diverse range of materials. They explore a range of forms, styles, and social, cultural, and historical contexts. Students develop their Arts knowledge and preferences, as well as a practical and critical understanding of how the artist uses an artwork to engage audiences and communicate meaning. Students view, manipulate, reflect on, analyse, appreciate, and evaluate their own and others' visual artwork.

Teachers are advised to use their professional judgement when selecting a range of materials, artists, and artwork on which to focus the delivery of this curriculum. Choices should reflect accessibility and student needs and interests. Where examples are given, these are suggestions and are by no means exhaustive or mandated. The use of local artwork and artists is strongly encouraged.

The **Achievement standards** have the verbs in bold text, are aligned with the content descriptions, and must be considered when designing assessment activities, collecting evidence of student learning, and when assessing student work.

This document is structured around the 4 interrelated strands of The Arts:

- Exploring and responding
- Developing practices and skills
- Creating and making
- Presenting and performing.

Each strand has 1 or more content descriptions, followed by dot pointed content clarifiers which describe the explicit learning required.

The strands and content descriptions should be combined when planning teaching and learning activities; they are not designed to be addressed as isolated activities.

Making and responding, and viewpoints are key considerations embedded in The Arts curriculum. They are intrinsically connected and should be integrated when designing teaching and learning experiences.

- As students make visual artwork they actively respond to their developing artwork and the artwork of others.
- As students respond to visual artwork they draw on the knowledge, understanding, and skills acquired through their experiences in making visual art.
- Students learn from artwork they experience and they are an audience for their own artwork.
- Students consider artwork from multiple viewpoints, as artists and audience.

The elements of the visual arts are fundamental to all learning in this subject: line, shape, colour, texture, space, tone, value, and form.

These documents have been designed to:

- provide clarity and context for teaching and learning in South Australia in alignment with the revised Australian Curriculum: The Arts
- identify the discipline specific and transferable knowledge, skills, and understandings required at each year level
- enable rigour, engagement, and discipline specific skill development.

Achievement standards

Years 7 to 8

By the end of year 8, students:

- analyse how visual conventions, visual arts processes, and materials are manipulated in artworks they create and/or experience
- evaluate the ways that visual artists across cultures, times, places, and/or other contexts communicate ideas, perspectives, and/or meaning through their visual arts practice
- describe respectful approaches to creating and/or responding to artworks
- generate, document, and develop ideas for artworks
- reflect on their visual arts practice
- **select** and **manipulate** visual conventions, visual arts processes, and/or materials to create artworks that represent ideas, perspectives, and/or meaning
- **curate** and **present** exhibits and/or displays of their own and/or others' artworks and/or visual arts practice for audiences.

Years 9 to 10

By the end of year 10, students:

- analyse how and why visual conventions, visual arts processes, and materials are manipulated in artworks they create and/or experience
- evaluate how and why artists from across cultures, times, places, and/or other contexts use visual
 conventions, visual arts processes, and materials in their visual arts practice and/or artworks to
 represent and/or challenge ideas, perspectives, and/or meaning
- evaluate how visual arts are used to celebrate and challenge perspectives of Australian identity
- draw on inspiration from multiple sources to generate and develop ideas for artworks
- **document** and **reflect** on their own visual arts practice
- **use** knowledge of visual conventions, visual arts processes, and materials to create artworks that represent and/or communicate ideas, perspectives, and/or meaning
- **curate** and **present** exhibitions of their own and or/others' artworks and visual arts practice to engage audiences.

Scope and sequence

Subject: Visual arts

Subject. Visual alts				
Strands:	Year 7	Year 8	Year 9	Year 10
Exploring and responding	Investigate ways that visual conventions, wanipulated to represent ideas, perspective across cultures, times, places, or other consider the diversity of art or design work from a range of cultures, times, or places. • Explore a range of artistic or design styles and the context from which they have evolved, for example, artwork by a specific First Nations Australian artist or an urban street artist. • Discuss the purpose in a range of art or design works created at different times in history and from diverse social or cultural contexts. • Explore how specific features, materials, techniques, processes, and elements of visual arts are used at different times in history and in a range of global contexts.	risual arts processes, and materials are ves, or meaning in artworks created	Investigate the ways that artists across cul develop personal expression in their visua or challenge ideas, perspectives, and means. • Explore and analyse the work of specific artists from a range of cultures, times, or places. • Investigate how visual arts works, artists, or designers throughout history have challenged social and political issues. Consider the artist's responsibilities when commenting on such issues. • Identify visual conventions used to communicate ideas or meaning by artists from specific cultures, places, and times, internationally and in Australia.	 tures, times, places, or other contexts, larts practice to represent, communicate, ning. Explore, analyse, and compare work by specific artists of a range of cultural, historical, and contemporary art styles or movements. Consider each artist's contextual viewpoint. Analyse and discuss the role of visual arts throughout history as a means of challenging issues of contemporary relevance, for example, gender roles in society, climate change, or political comment. Discuss the artist's responsibilities when commenting on such issues. Analyse the ways in which visual conventions have been used or rejected at different times in history and in a range of cultures. Consider the work of international and Australian artists. Evaluate with respect, how a range of artists, over time and in a range of contexts, have communicated a
	of cor	of contexts communicate ideas and meaning through their art or		artists, over time and in a range of

Strands:	Year 7	Year 8	Year 9	Year 10
	Investigate the diversity of First Nations Australians' artworks and arts practices considering culturally responsive approaches to Indigenous Cultural and Intellectual Property rights.		Investigate the ways that First Nations Australian artists celebrate and challenge multiple perspectives of Australian identity through their artworks and visual arts practice.	
	Discuss cultural sensitivity, respect, and appreciation of visual arts works created by or representing First Nations Australians.	 Develop cultural sensitivity, respect, and appreciation of visual arts works created by or representing First Nations Australians. 	Consider and discuss the communication of cultural and social values in visual arts works created by First Nations Australian artists.	• Examine and discuss the communication and representation of cultural and social values in visual arts works by First Nations Australian artists.
	 Identify culturally appropriate responses and permissions when interacting with art or design works created by or representing First Nations Peoples. Recognise the diversity of and compare representations and interpretations of Country, Place, or people in art or design work by a range of First Nations Australian artists. 	 Discuss and reflect upon the need for respect, appropriate permissions, and avoidance of cultural appropriation when interacting with art or design works created by or representing a diverse range of First Nations Peoples. Explore and describe the diverse representations and interpretations of Country, Place, or people in art or design work by a range of First Nations Australian artists, from past and contemporary times. Explore and discuss Indigenous Cultural Intellectual Property rights in relation to the artist and the art or design work. 	 Discuss intended meanings and representation of identity in visual arts works by First Nations Australian artists. Consider meanings from the different perspectives of artist and audience. Analyse the art or design work of First Nations Australian artists and identify how those artists have explored, represented, or challenged concepts and histories of Australia and Australian identity. Examine art or design works by a range of First Nations Australian artists. Consider how they may be interpreted in different ways. 	 Analyse and interpret the intended meanings and representation of identity in visual arts works by First Nations Australian artists. Consider how these may be interpreted differently from various cultural or societal viewpoints. Analyse how a range of artists celebrate, create, or challenge historical and contemporary perspectives of Australia and Australian identity through their work. Explore the representation of First Nations Peoples' viewpoints by examining art or design work by First Nations Australian artists. Propose and evaluate different interpretations of art or design works by a range of First Nations Australian artists. Discuss from the viewpoints of artist and audience.
Developing practices and skills	Experiment with visual conventions, visual arts processes, and materials to develop skills.		Experiment with visual conventions, visual arts processes, and materials to refine skills and develop personal expression.	
	 Explore different visual arts conventions, for example, compositional devices such as colour theory, or the use of directional lines to direct the eye to an intended focus. Investigate the use of different techniques, processes, and 	 Apply different visual arts conventions to represent a particular theme, concept, or idea in own art or design work. Experiment with the use of different techniques, processes, and technologies to communicate meaning in own art or design making. 	 Experiment with a range of materials and technologies to make art or design work with a specific intention. Explore 2D and 3D forms. Investigate the use of digital, virtual, and traditional technologies and materials. 	 Manipulate a range of materials and technologies including still or moving imagery, to make art or design work with a specific intention and personal aesthetic. Explore 2D, 3D, and 4D forms.

Strands:	Year 7	Year 8	Year 9	Year 10
	technologies to communicate meaning and use in own art or design making. • Use a variety of techniques, processes, and materials influenced by those used in others' work. • Investigate how a specific artist or designer uses different techniques and processes to create work. Apply to the planning and resolution of own art or design work. • Identify safe studio practices when using a variety of materials, tools, and equipment. • Recognise sustainable practices such as conservation, care, and clean up of material, tools, and equipment.	 Identify and experiment with a variety of techniques, processes, and materials influenced by those used in others' work. Explore and analyse how a range of artists or designers use different techniques and processes to create work. Apply to the planning and resolution of own art or design work. Use safe studio practices when using a range of materials, tools, equipment, and techniques. Apply sustainable practices such as conservation, care, and clean up of material, tools, and equipment. 	 Use varied processes, for example, deconstruct and reconstruct found and created images. Develop skills through repetition and practice, and transfer skills to a variety of media. Justify solutions to visual art and design planning challenges. Explore and combine a variety of selected materials, technologies, techniques, and processes. Use safe and sustainable practices, for example, investigate environmentally responsible handling and disposal of material, tools, and equipment. 	 Experiment with a range of digital, virtual, and traditional technologies, materials, and processes. Develop skills through repetition, reflection, refinement, and practice, and transfer skills to a variety of media and combinations of media. Explore and justify multiple imaginative solutions to visual art, design, and planning challenges. Use, manipulate, combine, and experiment with a variety of materials, technologies, techniques, and processes to develop a personal style of artistic expression. Apply safe and sustainable practices, for example, use environmentally responsible handling and disposal of material, tools, and equipment.
	Reflect on the ways that they and other are choices they make in their own visual arts	-	Reflect on the way they and other visual and develop, and resolve choices they make in	
	 Reflect on how art or design work of contemporary and past times can inform and influence own art making. Consider what contemporary art or design practice says about society, and how it may be influenced by the time in which it was created. Identify suggested or implied meaning from symbols and codes within own or others' art or design work. View a number of art or design forms, for example, painting, sculpture, and photography. View different styles or movements of visual art, for example, Expressionism, to inform own artistic choices. 	 Identify and reflect on how art or design work of contemporary and past times can inform and influence own art and design making. Consider what art or design practice at different times in history says about society and examine how current societal issues may influence their own work as contemporary artists. Identify and explain implied meaning from symbols and codes within own and others' art or design work. Examine and discuss a number of art or design forms and consider how and why each was created. Consider different styles or movements of visual art, for example, abstract art 	 Identify and discuss how a range of visual artists have each developed and resolved artwork in response to a contemporary issue, idea, theme, or concept. Explore alternative ways of representing the same concept or subject matter, for example, use different materials, techniques, or conventions. Examine and evaluate a range of artists' work to inform or influence own art or design practice. Connect artistic intention and influences with the materials, techniques, and processes chosen in own and others' art or design work. 	 Experiment with and reflect on the use of visual arts elements, techniques, structures, and processes, in response to a specific contemporary issue, idea, theme, or concept. Develop and refine a number of different representations of the same concept or subject matter using experimentation, reflection, and refinement. Connect with and analyse a range of artists' works to inform or influence own art or design practice. Analyse how the choice of materials, techniques, and processes used in own and others' art or design work are guided by the artistic intention and influences.

Strands:	Year 7	Year 8	Year 9	Year 10
	Explore multiple works by the same artist, designer, or group of artists or designers and consider the artistic choices made.	or Pop Art, to inform own artistic choices. • Compare multiple works by the same artist, designer, or group of artists or designers, to identify similarities and differences.	 Identify and consider how the context in which a specific art or design work is created, presented, or displayed may have influenced the art or design work. Explore multiple sources of inspiration to generate and develop own art or design work. Reflect on the clarity of intention in own art or design work and the artwork of others. 	 Reflect on the context in which a specific art or design work is created and presented or displayed. Analyse how context has impacted the resolved artwork. Draw from and experiment with multiple sources of inspiration to generate and develop own art or design work. Reflect on and discuss the clarity of intention and purpose in own art or design work and the artwork of others.
Creating and making	Generate, document, and develop ideas for artworks.		Evaluate critical feedback when planning, developing, and refining their visual arts practice.	
	 Use creative thinking strategies to inspire, generate, and develop own art and design work. Reflect on and modify own art or design work to represent and develop an idea more clearly. Clarify and refine representation of ideas, and consider artist and audience viewpoints when making, reflecting on, and resolving own artwork. Document or record own visual arts practice including inspirations, development of ideas, skills, processes, choice of tools and materials, experimentation, self-reflection, and justification of resolved choices. Use correct visual arts terminology. 	 Apply creative thinking processes to inspire, generate, develop, refine, and resolve own art and design work. Reflect on, modify, and evaluate own art or design work in relation to the representation of an idea. Clarify and refine representation of ideas, and consider multiple viewpoints when making, reflecting on, and resolving own artwork. Document or record own visual arts practice including inspirations, development of ideas, skills, processes, choice of tools and materials, experimentation, self-reflection, peer and teacher feedback, evaluation, and justification of resolved choices. Use correct visual arts terminology and include annotated images and other artistic influences. 	 Apply critical and creative thinking processes to inspire, generate, develop, refine, and resolve own arts practice. Experiment with different ways to represent and communicate ideas and consider a range of cultural and historical viewpoints. Plan, design, make, and resolve own art or design work, and reflect on and respond to peer and teacher feedback throughout the process. Document or record and collate all aspects of the development of own arts practice in a visual arts folio of practice. This includes but is not limited to inspirations, influences, research, visual thinking, designs, experimentation, feedback, and personal responses. Use visual arts specific terminology in discussion and documentation. 	 Apply and develop critical and creative thinking processes to inspire, generate, develop, refine, resolve, and reflect on own arts practice. Experiment with a number of different ways to represent or communicate the same thought or idea, considering a specific audience. Plan, design, make, refine, and resolve art or design work, and reflect on and evaluate own work throughout the process. Give, receive, critically reflect on, and evaluate peer and teacher feedback to enhance the planning, development, and resolution of own art or design work. Document or record, collate, and evaluate all aspects of the development of own arts practice in a visual arts folio of practice. This includes but is not limited to inspirations, influences, research, visual thinking, designs,

Strands:	Year 7	Year 8	Year 9	Year 10
				experimentation, feedback, and personal responses. • Use visual arts specific terminology in discussion and documentation.
	Select and manipulate visual conventions, create artworks that represent ideas, pers	•	Select and manipulate visual conventions, create artworks that reflect personal expreperspectives, and meaning.	
	Combine and adapt images and objects created by self or others to represent new meaning. Self-assess critically, considering the elements of visual arts (shape, space, line, colour, tone or value, texture, and form) and describe how they are used to represent an idea. Observe, identify, and discuss different ways of expressing and representing ideas in art or design work, considering both artist and audience. Explore the considered use of visual conventions and processes to represent a particular idea or to communicate a specific mood or emotion.	 Combine, adapt, and manipulate images and objects created by self or others to create alternative viewpoints or meaning. Self-assess critically, considering the elements of visual arts (shape, space, line, colour, tone or value, texture, and form) and explain how they can be manipulated and combined to represent an idea. Identify and explain different ways of expressing and representing ideas and alternative viewpoints in art or design work, considering both artist and audience. Apply and experiment with visual conventions, processes, and the use of particular materials or specific techniques to create a particular effect or communicate a specific meaning. 	 Create and resolve art or design work with a specific intention, concept, or idea to be communicated or challenged. Use varied techniques such as installations, environmental sculpture, and digital imaging to create and resolve art or design work that communicates a personal theme or intention. Design, plan, create, and construct art or design work from a range of materials to represent ideas and subject matter. Consider the techniques and processes used by other artists or designers to represent or communicate an idea or intention in the making of own work. Consider artwork in which different visual conventions have been used or challenged and investigate why an artist may choose to do this. Use creative problem solving throughout the process of developing a resolved art or design work. 	 Create, resolve, and refine art or design work with a specific intention, concept, or idea to be communicated or challenged. Use a range of techniques and processes to create, refine, and resolve personal representations of a theme, concept, or subject matter. Design, plan, fabricate (from wood, plastic or metal), create, and construct art or design works to represent ideas and subject matter. Analyse the techniques and processes used by a range of artists or designers to represent or communicate an idea or intention to inform the making of own artwork. Analyse how different visual conventions and artistic processes have been used, manipulated, or challenged, to interpret the meaning or intention of a range of art or design works. Apply own creative problem solving strategies to resolve ideas and concepts visually throughout the process of developing an art or design work.

Strands:	Year 7	Year 8	Year 9	Year 10
Presenting and performing	Curate and present examples of their visual arts practice to accompany exhibits of their artworks to communicate ideas, perspectives, or meaning to audiences.		Evaluate art exhibits to inform the curation and exhibition of their own and others' artworks and visual arts practice.	
	 View a range of visual arts displays or presentations at school, locally, or online. Discuss how the audience (age, gender, culture), place (space or light, inside or outside) and the ideas to be communicated influence decisions about displaying or presenting visual arts work. Present art or design work by self or others in a way that enhances the artistic intention. Apply labelling conventions and artist's statements. Explore the relationship between artist or designer, the work, and the audience. Identify and describe the traditional expectations placed on an audience when viewing art or design work in a formal setting, for example, in a gallery. 	 Experiment with displaying or presenting visual arts work in a range of ways. Discuss how the audience, time (historical or time of day or year), place, and the meaning of the work influence decisions about displaying or presenting visual arts work. Present or display art or design work by self or others in a way that enhances the artistic intention or artist's perspective. Explain the choices made and include artist's statements to communicate how each work was made, and its meaning. Explain the relationship between artist or designer, the work, and the audience. Explain the expectations placed on an audience when viewing art or design work in a range of contexts, including cultural and societal settings. 	 Identify considerations that enable effective and engaging visual arts display, presentation, or exhibition. Visit, critique, and evaluate a visual arts display, presentation, or exhibition at school, locally, or online. Plan and present or display own art or design work, including accompanying information such as an artist's statement. Evaluate how the choices made enhance the artistic intention. Consider how the presentation or display of an art or design work can enhance the relationship between the artist or designer and the audience. Apply these considerations to the presentation or display of own art or design work. Consider the different expectations placed on an audience when viewing and discussing art or design work of different forms or with different purposes, for example, a painting, an interactive installation, or a sculpture. 	 Investigate considerations and experiment with identified components of effective and engaging visual arts display, presentation, or exhibition. Visit, critique, discuss, and evaluate a virtual or physical gallery exhibition, display, or presentation at school, locally, or online. Investigate the role of the curator. Plan a display, exhibition, or presentation of own or others' art or design work. Include accompanying information such as an artist's or curator's statement, branding, or advertising. Explain and justify choices made. Analyse, discuss, and experiment with how the presentation or display of an art or design work can enhance the relationship between the artist or designer and the audience. Apply these considerations to the presentation or display of own art or design work. Compare the different expectations placed on an audience when viewing and discussing art or design work of different forms, with different purposes, or in different contexts.

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