



Term	Week	STAGE 5 VISUAL ART– 2026 SCOPE & SEQUENCE
1	1	Ceramic Portraits -3D Portrait (25 hours)
	2	5.1, 5.3, 5.4, 5.5,5.6, 5.7, 5.8, 5.9
	3	Brief overview of 3D Portraits & masks in history. Frames focus on Cultural & Structural Frames.
	4	POP Art, portraits & masks challenging traditional approaches to portraiture.
	5	Case Study.
	6	What is clay and how to sculpt clay masks.
	7	Mini clay portraits
	8	Task 2. Pop Art Clay Portraits & Frames Analysis.
	9	Quiz Revision of The Frames
2	1	Representations of Landscape (25 hours)
	2	Outcomes 5.1, 5.3, 5.4, 5.6, 5.7, 5.9
	3	Brief overview of landscapes in history. Focus on Subjective & Structural.
	4	2D experiments -Graphite, Paint-Tones, Tints & shades.
	5	Abstracted landscapes, Pop art & landscapes, Impressionist landscapes
	6	Case Study=Albert Namatjira & Sidney Nolan. Similarities & differences.
	7	Revision the Frames
	8	Practical work & research for painting of a self-directed canvas Landscape.
	9	Continued practical work-canvas painting.
	10	Task 1. Canvas Landscape with Frames Analysis.
3	1	Surrealism (25 hours)
	2	Outcomes 5.1,5.2,5.4,5.6,5.7,5.9.
	3	Overview surreal environments & its representations in art.
	4	Conceptual Framework & Case study
	5	What is Reduction Printing, how to safely use the lino tools, registration and editing of lino prints.
	6	Lino Printing Task 3. Lino Print
	7	Class Test.
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4	1	Art on Wheels. (25 hrs)
	2	5.1,5.3,5.4,5.7,5.10.
	3	Brief overview of skateboard Art. Case Study What Makes a Successful Design.
	4	Painted Skateboard and Conceptual Frame-Works Analysis.
	5	Self-directed research & preparation for transfer of design onto skateboard.
	6	Painting of skateboards.
	7	Task 4. Skateboard Art
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