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PROGRAMME OF STUDY - TERM 1

BUILT ENVIRONMENT: 1 & 2 POINT PERSPECTIVE

- Introduce students to the concept of the built environment: what it encompasses, examples (houses, buildings, streets).
- Explain the basics of 1 and 2-point perspective drawing: the horizon line, vanishing point, and how they create depth and realism.
- Demonstrate simple techniques to create a 1 and 2-point perspective drawing
- Emphasize the importance of accuracy in lines converging towards the vanishing point to create a realistic sense of depth.
- Art History: Surrealism Studying the art movement of Surrealism, its origin, and key artists.

ONGOING OBJECTIVES

- Exploration of Elements of Art:
 - Experiment with various elements like line, shape, form, texture, value, color, and space in artwork.
 - Create diverse artworks focusing on different elements individually or in combination.
- Improvement in Drawing Skills:
 - Enhance accuracy in drawing by practicing observational skills.
 - Work on shading techniques to create depth and dimension in drawings.
 - · Learn and apply principles of space and perspective to create realistic and dynamic compositions.
 - Experiment with different drawing tools to understand their effects on size and mark-making.
- Understanding Color Theory:
 - · Study and apply the basics of color theory including primary, secondary, and tertiary colors.
 - Experiment with color mixing, gradients, tints, shades, and complementary color schemes.
 - Explore the emotional and psychological impact of colors in artwork.