

Art and Design Curriculum

KS3

Year 7

In Year 7 pupils follow 3 schemes of work which encourage basic skills and confidence. Pupils are involved in a Baseline Assessment on entering the Key Stage which initiates a foundation for pupils to develop from. Pupils are introduced to the elements of Art - Line, Tone, Texture, Pattern, Colour and Form by using a variety of tools, techniques and processes. Pupils use Content, Form, Process and Mood to describe artists' and their work. Pupils explore and experience both 2d and 3d techniques and processes. Sketchbooks are used to record and develop their work alongside producing work separately to a larger scale. Pupils in Year 7 experience the following programmes of study:

- The Formal Elements(2D)
- Funky Fish (2D/3D)
- Cultural Masks (2D)

Year 8

In Year 8, pupils build on the skills acquired in Year 7. Pupils use the end of Year 7 - Teacher Assessed Level as a foundation to build on throughout the Year 8 Art and Design course. Throughout Year 8 pupil's experiences and knowledge of Art practice gradually increases in complexity and breadth. Pupils become more independent in 3D making and modelling and engage with a range of images and artefacts from different artists and cultures. All pupils are expected to use a sketchbook in a variety of ways at school and at home in order to develop a visual diary of their personal experience and ideas. Pupils in Year 8 experience the following programmes of study:

- Rainforest (2D)
- Sweets and Treats(3D)
- Brazil (2D) – Group project

KS4

Year 9, 10 & 11 Options

AQA: GCSE ART AND DESIGN (UNENDORSED)

Unit 1 (coursework) 60% Weighting.

Unit 2 (Exam) 40% Weighting.

Pupils complete three Coursework Projects throughout the GCSE course and begin an externally set task in the January of Year 11. The course content is devised in relation to offering a broad and balanced course covering a number of areas of art practice. Assessment, moderation and evaluation take place regularly within the department to ensure continuity and coverage of the following assessment objectives:

Assessment Objective 1: Developing ideas through investigations informed by contextual and other sources, demonstrating analytical and cultural understanding.

Assessment Objective 2: Refining ideas through experimenting and selecting appropriate resources, media, materials, techniques and processes.

Assessment Objective 3: Recording ideas, observations and insights relevant to your intentions in visual and/or other forms.

Assessment Objective 4: Presenting a personal, informed and meaningful response demonstrating analytical and critical understanding, realising intentions and, where appropriate, making connections between visual, written, oral or other elements.

The following projects have been devised to support pupils through their GCSE Art and Design Course. These are by no means prescriptive and are open to regular alteration. It is common for further themes to be suggested for individual students to support personal ideas and strengths.

Year 9

Artists and Techniques

Pupils begin their GCSE course by compiling a 'recipe book' of processes and techniques each linking closely with a variety of artists, designers and craftspeople. These new techniques and processes can then aid pupils to work independently and creatively through their GCSE projects. Processes and techniques include: drawing in different materials, creating backgrounds, water colour painting, acrylic painting, printing, mixed media and textile techniques.

Natural Forms

Pupils will gain an understanding of the structure of GCSE coursework as they complete their first coursework project. Pupils will study natural forms researching

relevant artists, drawing from primary and secondary sources in a range of media before designing and making an abstract mixed media final piece.

Year 10

Culture

The aim of this project is to introduce pupils to artwork from other cultures. The main focus will be to learn about different forms of masquerading, the purpose, function, and rituals associated with it. The project will begin with a brief look at artefacts from different times and cultures. Pupils will complete observational drawings of masks in various media, develop design ideas for a mask painting and experiment with painting techniques before creating a decorative mask influenced by different cultures. Pupils can also develop 3D skills when creating a clay mask as an extension task.

Year 11

City Life

The aim of this project is to explore the theme of 'City Life' in Art & Design. Pupils will be introduced to a variety of artists, craftspeople and designers in both historical and contemporary contexts as a starting point for inspiration. Pupils will complete observational drawings of architecture working in a variety of different types of media, produce artist research pages and develop design ideas before finally producing an informed, meaningful and personal response.

Coursework Projects

Artists and Techniques – Sept (Y9)- Dec (Y9)

Natural Forms – Jan (Y 9) – July (Y9)

Culture - Sept (Y10) – June (Y10)

City Life - July (Y10) - Dec (Y11)

GCSE Externally Set Task

- Jan (Y11) - March (Y11) - Preparation Work via sketchbook.
- March (Y11 10 hour timed exam to create a personal response)
- March – April (completion/extension of coursework)

Trips

Trips that have taken place over the past few years include...

- Artist residential Trip to Anglesey, Wales
- Manchester Drawing trip
- Royal Exchange Theatre

Visitors

- Collage course presentations
- Free lance designers, animators, illustrators

Extra Curricular

KS3 Art Club – Tuesdays 2.55-3.55pm

GCSE Coursework Catch Up – Tuesdays and Wednesdays – 2.55-4pm

Careers

Animation

Illustration

Fashion/Interior design

Make-up artist (special effects)

Hairdressing

Computer game design

Graphic Design

Florist

Museum / Gallery Curator

Art therapist

Prop Designer

Photographer

Web Designer

Architect

Advertising

Free lance artist , Craftsperson or Designer

Jewellery Designer