

Subject: Art and Design

Subject Leader

Danny Page

National Curriculum

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As students progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Key Stage Four offers the OCR GCSE (9–1) Art and Design Art, Craft and Design in addition to the NCFE Entry Level 3 Creative Craft Award. Both of these qualifications support students' learning and development.

Curriculum Intent

These qualifications aim to offer an alternative to academic core subjects and develop real-life practical and transferable skills that will last a lifetime; they will also include soft skills such as self-esteem building, teamwork, self-control, creativity and problem solving.

These courses offer students meaningful and relevant qualifications that can be built upon in their post-16 provisions. This is achieved through a wide range of teaching & nurturing styles and a variety of learning contexts.

Curriculum Implementation

		Term	Content/Topics	Assessment
Year 9	Autumn Term	1	Introduction to Art and Design Introduction to materials, techniques and ideas in the Art room	<ul style="list-style-type: none"> Ability with a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas Use of a range of techniques and media, including painting To increase their proficiency in the handling of different materials How they analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work Understanding about the history of art, craft, design and architecture, including periods, styles and major movements from

			ancient times up to the present day
	2	<p>Introduction to Colour and Mixed Media In this unit pupils will begin to use their knowledge and experience of colour to communicate ideas and meanings working from observation, memory and imagination. Pupils will draw on past experiences and share the excitement of discovering colour and the satisfaction of creating their own ways of using it. They will learn how other artists and designers have used colour for different purposes.</p> <p>Colour Theory - Primary, Secondary, Tertiary Colours experimenting with Poster or Acrylic Paint Warm and Cold Colours, Tints, Tones and Shades Cultural Context - Rangoli Patterns experimenting with pastels, pencil crayons, felt tips, watercolour paints Develop their own designs exploring symmetry and repeat patterns Create own Rangoli masterpiece making choice about colour</p>	<ul style="list-style-type: none"> • Ability with a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use of a range of techniques and media, including painting • To increase their proficiency in the handling of different materials • How they analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work • Understanding about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day
Spring Term	3	<p>Introduction to Observation Drawing In this unit pupils will develop skills learnt during Key Stages 1 & 2. Pupils will draw from an object, and explore 2D work by a contemporary artist. Pupils will experiment with a range of materials and techniques. Drawing from first hand observation is a key skill and process in Art. Understanding and developing the quality of their drawing skills is vital to pupil's progression.</p> <p>Observation drawing of a shoe to gauge ability Artist link - Jared Nickerson, research and discuss and develop on their drawings Create collagraph prints Develop masterpiece combining elements together</p>	<ul style="list-style-type: none"> • Ability with a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use of a range of techniques and media, including painting • To increase their proficiency in the handling of different materials • How they analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work • Understanding about the history of art, craft, design and

			architecture, including periods, styles and major movements from ancient times up to the present day
	4	<p>Introduction to Aboriginal Art In this unit pupils will learn about the ideas, approaches, function and purpose of Australian Aboriginal Art. They will develop their critical understanding engaging with existing works of art, artefacts and music, exploring the visual, tactile and sensory qualities of the work they observe and produce. Pupils will learn how to develop their own views. They will develop their practical skills and understanding of materials, techniques and processes when exploring and creating. Pupils will work on their own and with others in 2D and 3D materials producing a small group painting, clay tile and individual fabric painting.</p> <p>Discuss imagery and use of symbols and story telling Dreamtime group painting Design and make Aboriginal clay tile understanding health and safety Create a fabric painting exploring Aboriginal use of colour</p>	<ul style="list-style-type: none"> • Ability with a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use of a range of techniques and media, including painting • To increase their proficiency in the handling of different materials • How they analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work • Understanding about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day
Summer Term	5	<p>Sea Life Ceramics In this unit pupils will develop their knowledge of colour knowledge and experiences with drawing and painting techniques. Pupils will develop their practical skills and understanding of materials, techniques and processes when exploring and creating drawing, painting and 3D. Pupils will produce ceramics based on sea life shapes, textures and colours. Pupils will have the opportunity to work as team members and implement health and safety rules.</p> <p>Draw from secondary sources of sea life creatures Explore colour and mixed media - pencil crayons, watercolour and combining Design and make sea life pot understanding health and safety Create a group sea life montage</p>	<ul style="list-style-type: none"> • Ability with a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use of a range of techniques and media, including painting • To increase their proficiency in the handling of different materials • How they analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work

			<ul style="list-style-type: none"> • Understanding about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day
	6	<p>Tone, texture and line In this unit pupils will continue to develop their knowledge and understanding of the visual qualities of materials. Pupils will look at the formal elements of art including line and texture. Pupils will produce prints based on the pen and ink drawings of Van Gogh and work as a group to produce a Van Gogh painting exploring a range of materials.</p> <p>Explore and discuss work of Vincent Van Gogh Experiment with mark-making Create press prints Explore materials - pencil crayon, oil pastels, watercolour and acrylic paint Group piece - recreating small sections to create whole image in range of materials.</p>	<ul style="list-style-type: none"> • Ability with a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas • Use of a range of techniques and media, including painting • To increase their proficiency in the handling of different materials • How they analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work • Understanding about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day

		Term	Content/Topics	Assessment (including formal exam options)
Year 10	Autumn Term	1	<p>GCSE Natural Forms</p> <p>In this unit learners will explore art and sculptures based on Natural Forms and explore further using a range of 2D and 3D materials. Learners will explore how artists have used and been inspired by natural forms. Learners will explore 2D materials and techniques and develop into a mixed media studies. Learners will also develop their ideas into 3D forms by selecting shapes and surfaces qualities of natural forms as a basis for sculpture. Learners will experiment with a range of clay building and texture techniques. Learners will reflect on their own working practices throughout.</p> <p>Assessment Objective 1 Development of Ideas - Critical understanding of sources</p> <ul style="list-style-type: none"> • A4 Collage on theme • A4 Brainstorm/mind map • 6 A5 Tonal observations • Collage of artists work appropriate to your theme. • Own photos/images on theme. <p>Assessment Objective 3 Record ideas, observations and insights relevant to intentions</p> <ul style="list-style-type: none"> • 2 X Study of 2 artists' techniques through experiments/ copies of work. • 4 Colour observations relevant to theme. • Analyse observations and experiments: explain how they are relevant to theme and have personal meaning to your own work. 	<ul style="list-style-type: none"> • This project is part of Unit 1: Portfolio and worth 60% of learners final grade. Learners will cover the four assessment objectives to meet GCSE Specifications and will be graded 1-9.
		2	<p>GCSE Natural Forms</p> <p>In this unit learners will explore art and sculptures based on Natural Forms and explore further using a range of 2D and 3D materials. Learners will explore how artists have used and been inspired by natural forms. Learners will explore 2D materials and techniques and develop into a mixed media studies. Learners will also develop their ideas into 3D forms by selecting shapes and surfaces qualities of natural forms as a basis for sculpture. Learners will experiment with a range of clay building and texture techniques. Learners will reflect on their own working practices throughout.</p> <p>Assessment Objective 2 Refine your ideas through experimenting</p> <ul style="list-style-type: none"> • 2 compositional ideas for 3D masterpiece. • Colour designs using own observations and artist techniques. • Create study board exploring presentation techniques. • Prepared materials for masterpiece-maquettes. <p>Assessment Objective 4 Create Masterpiece</p> <ul style="list-style-type: none"> • Present a personal response (masterpiece) 	<ul style="list-style-type: none"> • This project is part of Unit 1: Portfolio and worth 60% of learners final grade. Learners will cover the four assessment objectives to meet GCSE Specifications and will be graded 1-9.
	Spring Term	3	<p>GCSE Buildings and Structures</p> <p>In this project learners will develop their skills with a wider range of materials. Learners will learn to experiment with media and ideas, learning the importance of initial preparatory work when developing their final ideas. Learners will design and produce original artwork that will</p>	<ul style="list-style-type: none"> • This project is part of Unit 1: Portfolio and worth 60% of learners final grade. Learners will cover the four assessment

		<p>be used to celebrate architecture in Britain. Learners will develop an abstract interpretation of buildings rather than a realistic portrayal. As part of their research, learners will be required to produce a number of studies of buildings and architectural features. Learners will also be required to look at the work of the British artist John Piper who produced very atmospheric paintings of buildings and churches. Learners will also look at Antoni Gaudi, Stephen Wiltshire and Sarah Kirby. Learners will also be required to explore and experiment with a range of 2D materials and techniques and develop a final piece.</p> <p>Assessment Objective 1 Development of Ideas – Critical understanding of sources</p> <ul style="list-style-type: none"> • A4 Collage on theme • A4 Brainstorm/mind map • 6 A5 Tonal observations • Collage of artists work appropriate to your theme. • Own photos/images on theme. <p>Assessment Objective 3 Record ideas, observations and insights relevant to intentions</p> <ul style="list-style-type: none"> • 2 X Study of 2 artists' techniques through experiments/ copies of work. • 4 Colour observations relevant to theme. • Analyse observations and experiments: explain how they are relevant to theme and have personal meaning to your own work. 	<p>objectives to meet GCSE Specifications and will be graded 1-9.</p>
	4	<p>GCSE Buildings and Structures</p> <p>In this project learners will develop their skills with a wider range of materials. Learners will learn to experiment with media and ideas, learning the importance of initial preparatory work when developing their final ideas. Learners will design and produce original artwork that will be used to celebrate architecture in Britain. Learners will develop an abstract interpretation of buildings rather than a realistic portrayal. As part of their research, learners will be required to produce a number of studies of buildings and architectural features. Learners will also be required to look at the work of the British artist John Piper who produced very atmospheric paintings of buildings and churches. Learners will also look at Antoni Gaudi, Stephen Wiltshire and Sarah Kirby. Learners will also be required to explore and experiment with a range of 2D materials and techniques and develop a final piece.</p> <p>Assessment Objective 2 Refine your ideas through experimenting</p> <ul style="list-style-type: none"> • 2 compositional ideas for 3D masterpiece. • Colour designs using own observations and artist techniques. • Create study board exploring presentation techniques. • Prepared materials for masterpiece-maquettes. <p>Assessment Objective 4 Create Masterpiece</p> <ul style="list-style-type: none"> • Present a personal response (masterpiece) 	<ul style="list-style-type: none"> • This project is part of Unit 1: Portfolio and worth 60% of learners final grade. Learners will cover the four assessment objectives to meet GCSE Specifications and will be graded 1-9.
Summer Term	5	<p>Completion and refinement of projects started in terms 1 & 2</p>	<ul style="list-style-type: none"> • Unit 1: Portfolio and worth 60% of learners final grade. Learners will cover the four assessment objectives to meet

			GCSE Specifications and will be graded 1-9.
	6	Completion and refinement of projects started in terms 1 & 2	<ul style="list-style-type: none"> Unit 1: Portfolio and worth 60% of learners final grade. Learners will cover the four assessment objectives to meet GCSE Specifications and will be graded 1-9.
	Term	Content/Topics	<ul style="list-style-type: none"> Assessment (including formal exam options)
Year 11	Autumn Term	<p>1</p> <p>GCSE Mock Exam Project</p> <p>In this unit, learners will explore art and sculptures based on their chosen theme and explore using a range of 2D and 3D materials. Learners will explore how artists, craftspeople and designers have been inspired by their surrounds, other artists and materials. Learners will explore 2D materials and techniques and develop into a mixed media studies, if appropriate. Learners will also develop their ideas into 3D forms, if appropriate, by selecting shapes and surfaces qualities of their work as a basis for sculpture. Learners will reflect on their own working practices throughout.</p> <p>Assessment Objective 1 Development of Ideas - Critical understanding of sources</p> <ul style="list-style-type: none"> A3 Collage on theme. A3 Brainstorm/mind map. 6 Tonal observations using a range of materials. Annotations on your own work. Own photos/images on theme. Collage of artists work appropriate to your theme. <p>Assessment Objective 3 Record ideas, observations and insights relevant to intentions</p> <ul style="list-style-type: none"> 2 X Study of 2 artists' techniques through experiments/ copies of work creating artist research pages. 4 Colour observations relevant to theme. Analyse observations and experiments: explain how they are relevant to theme and have personal meaning to your own work. 	<ul style="list-style-type: none"> This project is part of Unit 1: Portfolio and worth 60% of learners final grade. Learners will cover the four assessment objectives to meet GCSE Specifications and will be graded 1-9.
		<p>NCFE Entry 3 Creative Craft</p> <p>In this project learners will develop their skills with a wider range of materials. Learners will learn to experiment with media and ideas, learning the importance of initial preparatory work when developing their final ideas. Learners will design and produce original artwork based on a theme of their choice. Learners will develop an art or craft product. As part of their research, learners will be required to produce a number of studies using the required materials. Learners will also be required to organise the resources they need to make their</p>	<ul style="list-style-type: none"> Learning Outcome 1. Be able to select items needed to make an art or craft product Learning Outcome 2. Be able to make the art or craft product Learning Outcome 3. Be able to work safely

Spring Term		art or craft product. Learners will also be required to explore and experiment with a range of 2D materials and techniques and use tools and equipment safely and effectively. This project is targeted at late entry to Year 11.	<ul style="list-style-type: none"> Learners will be graded Pass or Fail.
	2	<p>GCSE Mock Exam Project</p> <p>In this unit, learners will explore art and sculptures based on their chosen theme and explore using a range of 2D and 3D materials. Learners will explore how artists, craftspeople and designers have been inspired by their surrounds, other artists and materials. Learners will explore 2D materials and techniques and develop into a mixed media studies, if appropriate. Learners will also develop their ideas into 3D forms, if appropriate, by selecting shapes and surfaces qualities of their work as a basis for sculpture. Learners will reflect on their own working practices throughout.</p> <p>Assessment Objective 2 Refine your ideas through experimenting</p> <ul style="list-style-type: none"> 2 X A4 compositional ideas for masterpiece. 4 X Colour experiments using own observations and artist techniques. Additional practice sheets using materials that you will use for your masterpiece. Prepared materials for masterpiece. <p>Assessment Objective 4 Create Masterpiece</p> <ul style="list-style-type: none"> Present a personal response (masterpiece) 	<ul style="list-style-type: none"> This project is part of Unit 1: Portfolio and worth 60% of learners final grade. Learners will cover the four assessment objectives to meet GCSE Specifications and will be graded 1-9.
		<p>NCFE Entry 3 Creative Craft</p> <p>In this project learners will develop their skills with a wider range of materials. Learners will learn to experiment with media and ideas, learning the importance of initial preparatory work when developing their final ideas. Learners will design and produce original artwork based on a theme of their choice. Learners will develop an art or craft product. As part of their research, learners will be required to produce a number of studies using the required materials. Learners will also be required to organise the resources they need to make their art or craft product. Learners will also be required to explore and experiment with a range of 2D materials and techniques and use tools and equipment safely and effectively. This project is targeted at late entry to Year 11.</p>	<ul style="list-style-type: none"> Learning Outcome 1. Be able to select items needed to make an art or craft product Learning Outcome 2. Be able to make the art or craft product Learning Outcome 3. Be able to work safely Learners will be graded Pass or Fail.
3	<p>GCSE Set Task Project</p> <p>In this unit, learners will explore art and sculptures based on their chosen theme from the Exam Paper and explore using a range of 2D and 3D materials. Learners will explore how selected artists, craftspeople and designers have been inspired by their surrounds, other artists and materials. Learners will explore 2D materials and techniques and develop into a mixed media studies, if appropriate. Learners will also develop their ideas into 3D forms, if appropriate, by selecting shapes and surfaces qualities of their work as a basis for sculpture. Learners will reflect on their own working practices throughout.</p> <p>Assessment Objective 1 Development of Ideas - Critical understanding of sources</p> <ul style="list-style-type: none"> A3 Collage on theme. A3 Brainstorm/mind map. 	<ul style="list-style-type: none"> This project is Unit 2: Set Task and worth 40% of learners final grade. This an externally set task. Learners will cover the four assessment objectives to meet GCSE Specifications and will be graded 1-9. 	

	<ul style="list-style-type: none"> • 6 Tonal observations using a range of materials. • Annotations on your own work. • Own photos/images on theme. • Collage of artists work appropriate to your theme. <p>Assessment Objective 3 Record ideas, observations and insights relevant to intentions</p> <ul style="list-style-type: none"> • 2 X Study of 2 artists' techniques through experiments/ copies of work creating artist research pages. • 4 Colour observations relevant to theme. <p>Analyse observations and experiments: explain how they are relevant to theme and have personal meaning to your own work.</p>	
	<p>NCFE Entry 3 Creative Craft</p> <p>In this project learners will develop their skills with a wider range of materials. Learners will learn to experiment with media and ideas, learning the importance of initial preparatory work when developing their final ideas. Learners will design and produce original artwork based on a theme of their choice. Learners will develop an art or craft product. As part of their research, learners will be required to produce a number of studies using the required materials. Learners will also be required to organise the resources they need to make their art or craft product. Learners will also be required to explore and experiment with a range of 2D materials and techniques and use tools and equipment safely and effectively. This project is targeted at late entry to Year 11.</p>	<ul style="list-style-type: none"> • Learning Outcome 1. Be able to select items needed to make an art or craft product • Learning Outcome 2. Be able to make the art or craft product • Learning Outcome 3. Be able to work safely • Learners will be graded Pass or Fail.
4	<p>GCSE Set Task Project</p> <p>In this unit, learners will explore art and sculptures based on their chosen theme from the Exam Paper and explore using a range of 2D and 3D materials. Learners will explore how selected artists, craftspeople and designers have been inspired by their surrounds, other artists and materials. Learners will explore 2D materials and techniques and develop into a mixed media studies, if appropriate. Learners will also develop their ideas into 3D forms, if appropriate, by selecting shapes and surfaces qualities of their work as a basis for sculpture. Learners will reflect on their own working practices throughout.</p> <p>Assessment Objective 2 Refine your ideas through experimenting</p> <ul style="list-style-type: none"> • 2 X A4 compositional ideas for masterpiece. • 4 X Colour experiments using own observations and artist techniques. • Additional practice sheets using materials that you will use for your masterpiece. • Prepared materials for masterpiece. <p>Assessment Objective 4 Create Masterpiece</p> <ul style="list-style-type: none"> • Present a personal response (masterpiece) 	<ul style="list-style-type: none"> • This project is Unit 2: Set Task and worth 40% of learners final grade. This an externally set task. Learners will cover the four assessment objectives to meet GCSE Specifications and will be graded 1-9. • Deadline: 15th May 2020
	<p>NCFE Entry 3 Creative Craft</p> <p>In this project learners will develop their skills with a wider range of materials. Learners will learn to experiment with media and ideas, learning the importance of initial preparatory work when developing their final ideas. Learners will design and produce original artwork based on a</p>	<ul style="list-style-type: none"> • Learning Outcome 1. Be able to select items needed to make an art or craft product

		<p>theme of their choice. Learners will develop an art or craft product. As part of their research, learners will be required to produce a number of studies using the required materials. Learners will also be required to organise the resources they need to make their art or craft product. Learners will also be required to explore and experiment with a range of 2D materials and techniques and use tools and equipment safely and effectively. This project is targeted at late entry to Year 11.</p>	<ul style="list-style-type: none"> • Learning Outcome 2. Be able to make the art or craft product • Learning Outcome 3. Be able to work safely • Learners will be graded Pass or Fail.
	5		<ul style="list-style-type: none"> • EXTERNAL MODRERATION OF COURSEWORK
	6		
Summer Term			