

Art & Design & Technology

Year	RATIONALE
7	The Year 7 curriculum is designed to build on the knowledge, skills and understanding learned at KS2. As a starting point students will complete a series of baseline tasks which will help staff ensure that work is pitched at the correct level for students moving forward. Students will then go on to a project based around the formal elements which introduces the students to line, tone, colour, shape & form, light, texture and pattern through a series of focused tasks. There are practice points built into the projects to allow students to improve their skills and understanding of the different media and equipment they will use to produce pieces of work with an introduction to textiles and print making. Students will then go on to study technical drawing and one point and two point perspectives with links to architecture. Following that students will investigate different lettering forms starting with the historical illuminated letters through to modern day graffiti, incorporating a branding product element, utilising the knowledge gained.
8	The year 8 curriculum continues to encompass all the elements of Art & Design: knowledge, skills and understanding as well as D & T: Design, create & evaluate and builds on the work completed in year 7. The first project: Day of the Dead introduces students to the cultural festival and they design and produce work in a variety of media. There is a focus on a Mexican political artist Jose Guadalupe Posada and his work followed by students completing work in the style of the artist. Students will design, create and evaluate their own Day of the Dead skull using textile techniques. The Flanimals project introduces students to the Flanimals created by Ricky Gervais who will ultimately create their own 3D Flanimals and backdrop for a photoshoot. Pupils will be introduced to basic photography terminology and how to set up a photoshoot and take photos.
9	The Year 9 curriculum focuses on developing students' knowledge skills and understanding of Art & Design, Graphic Communication and Photography in preparation for GCSE work. The students will develop a high quality well presented sketchbook throughout the year. The year starts with a focus on the artist Sarah Graham, allowing students to create a well presented sketchbook that shows competent research and analysis as well as designing and creating logos and packaging. Self made doodle artist Kerby Rosanes, who became famous by utilising social media will be the next focus for work. Students complete a double page spread research section including their own opinion, at least one detailed analysis of a piece the artist's artwork, and work in the style of the artist. going on to a portraits element and introducing drawing within photography. Culminating in designing a magazine cover "About Me" branding. The artist/designers chosen allow students to be exposed to and experiment with a wide variety of media. Students will delve into the history of Lego and its manufacture and sustainability. Going onto create work in mixed media and photography, to design and create a unique final outcome.
10	In year 10 the students will begin to utilise skills from KS3 and choose a pathway to specialise in: Art & Design, Graphic Communication or Photography. Students will work through a range of assessment objectives: Develop ideas through investigations, demonstrating critical understanding of sources. Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. Record ideas, observations and insights relevant to intentions as work progresses. Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. The initial project will allow students to develop knowledge of how to produce a well presented project, which will then go on to a main project based around their own personal chosen theme.
11	In year 11 pupils complete the main project that was started in year 10 and have time to revisit the first project to expand and improve where necessary. The exam project starts in January of year 11 where students choose one title from a given exam paper for their project. They work to the same four assessment criteria as the coursework projects. The time frame is shorter for this project but should show students best work and skills. A final piece is produced in a 10 hour final exam.