



Curriculum Narrative

Subject: Art, Design and Technology	Year: 9	Author: D. Nicholls
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Key Knowledge <i>Students will know</i>		Key Skills <i>Students will be able to</i>	
<u>Key Threshold Concepts:</u> 3D Design - Material Categories – Wood, Metal and Plastic - The core concepts of how to remain safe in a workshop - The use of common hand tools and pedestal machinery - The design cycle as an iterative loop Art, Craft and Design - Narrative - Illustration, book binding - Core concepts of Art: Graduated tone, composition, proportion, depth, accuracy of line, observational, mark-making, texture, contextual references & use of art specific language - Illustrative/Street Art - Core concepts of Art: Graduated tone, composition, proportion, depth, accuracy of line, observational, mark-making, texture, screen printing, street art contextual references & use of art specific language		<u>Subject Skills:</u> <u>Common across all specialisms:</u> <i>Analysis of a problem or brief, Understanding of materials and specialist processes, How to develop, plan, and communicate ideas, How to safely work with tools, equipment, materials, and components to make quality outcomes, Evaluate processes and products.</i> 3D Design - Health and Safety principles - An understanding of Design Movements to inspire ideas - Use of hand tools – coping saw, abrasive papers, mallets, chisels - Use of pedestal machines – pillar drill, fretsaw, belt sander - Use of Industrial Processes – Laser Cutter / Vinyl Cutter Art, Craft and Design - Draw accurately and with confidence, expressing using mark-making, texture and tone to communicate intentions. - Describe and make use of pattern in art - An understanding of traditional forms of bookbinding - An understanding of printmaking techniques such as screen printing - Select and use a range of artistic media confidently - Contextual references – Beatrix Potter, Eric Carle, Quentin Blake, Lucy McLauchlan	

<u>Subject Specific Knowledge and Sequencing:</u> <u>Design and Technology</u> 1 lessons per fortnight Students rotate around subject specialisms within the DT department. completing the following projects: • 3D Design – Jewellery project, Architecture project <u>Art, Craft and Design</u> 2 lessons each two-week cycle • Autumn/Spring - Narrative – Drawing, storyboards, illustrator research, bookbinding, watercolour • Spring/Summer – Illustrative Art/Street art, Illustration, Monochromatic, screen printing, street art, mandalas	<u>Prerequisites and Spiral Teaching:</u> • Students will start year 9 with a broad grounding and understanding from their time in Years 7 and 8 when using a range of tools and processes within the faculty areas of art, craft and design. • Students will have some understanding of how to communicate their intentions and designerly thinking, including written annotation, key vocabulary and how to draw to communicate intention. • Students will be taught knowledge about design movements • Students will be taught more intricate techniques with a range of tools
	<u>Cross-Curricular Knowledge Links</u> • English- Evaluating, Speaking and listening skills • Maths- Measuring skills, isometric drawings (3D shapes) analysing data • Art/History- Art and Design movements • Citizenship- Communication skills/Teamwork • ICT- Use of Microsoft Office, Adobe Software
Reading Lists / Sources / Reading around the subject recommendations:	
• Basic technical drawing by McGraw-Hill Education • CGP Design and Technology Revision guide and workbook • D&T app for smartphone	• www.bbcbitese.co.uk • www.technologystudent.co.uk

