



Curriculum Narrative – Art, 3D Design & Photography

Subjects: Art based subjects	Year: 10 & 11	Author: D. Nicholls
-------------------------------------	----------------------	----------------------------

Key Knowledge <i>Pupils will know</i>	Key Skills <i>Pupils will be able to</i>
<p><u>The qualification equips learners to:</u></p> <ul style="list-style-type: none"> Identify and experiment with specialism specific art media and processes, developing in skill and confidence. Building an understanding of the formal elements of Art and Design Explore the broad world of Art and Design, and develop their own creative experiences using specialist processes Understand their ability to work in creative industries, and forge a career in creativity Work to briefs, refining and selecting ideas to meet the needs of a user or creative intentions Create a portfolio to demonstrate understanding and skill. 	<p><u>Content:</u></p> <ul style="list-style-type: none"> The Contextual reference of Artists and Designers, learning about looking outward to be inspired Observational recording – including drawing and other forms of recording Idea development and realisation Experimenting and exploring with materials, tools and processes relevant to specialism Working creatively towards an intended outcome Independent research & use of art specific language <p><u>Skills:</u></p> <ul style="list-style-type: none"> Drawing and recording Use of a range of media, tools and processes Development of research and evaluative skills
<p>Subject Specific Knowledge and Sequencing: <i>Students in ADT can specialise in Art, Craft and Design, 3D Design or Photography. The curriculum sequencing for each follows key milestone concepts.</i></p> <p><u>Y10 Autumn term</u> (Skills development)</p> <ul style="list-style-type: none"> Students are introduced to a variety of specialist tools, processes and media. They explore how to use these effectively and safely. Students are shown how to present work, analyse existing products and artwork, and be inspired by the work of artists and designers <p><u>Y10 Spring term to May half term</u> (Extended project 1)</p> <ul style="list-style-type: none"> An extended project where students work on one brief or theme. Through this topic they develop key skills with Contextual referencing, observational recording, experimenting and exploring with materials, independent research & use of art specific language, and specialism specific processes. <p><u>Y10 May to Y11 Autumn Term</u> (Extended project 2)</p> <ul style="list-style-type: none"> Y10 project runs to Christmas of Y11 A further extended project to support students understanding specification requirements. <p><u>Y11 Spring and Summer term</u> (Exam project)</p> <ul style="list-style-type: none"> Exam project set by exam board. Starts in January 	<p>Prerequisites and Spiral Teaching:</p> <ul style="list-style-type: none"> Students will start year 10 with the core knowledge gained in KS3 Students will have a basic understanding of a design cycle, iterative design as a concept, and how work should be annotated A common approach to project sequencing will be used throughout the department to allow for resource sharing and Quality Assurance. <p>Design brief > Research > Ideas and Modelling > Refinement and practice pieces > Final outcome > Evaluation</p> <ul style="list-style-type: none"> Students will use a central resources / writing frames to support extended writing A common assessment framework be used
	<p>Cross-Curricular Knowledge Links:</p> <ul style="list-style-type: none"> English- Evaluating, Speaking and listening skills Art/History- Design movements Citizenship- Communication skills/Teamwork
<p>Reading Lists / Sources / Reading around the subject recommendations:</p> <ul style="list-style-type: none"> https://www.youtube.com/phlearn https://www.bbc.co.uk/bitesize/topics/zdym9q https://www.youtube.com/c/apalapse Petapixel.com 	

