

What are the aims and intentions of this curriculum?

The aim of our Key Stage 4 Curriculum is to further develop their skills taught for BTEC Level 2 Art & Design Tech Award. The aim is to refine and develop their ability to manipulate the knowledge and skills they have learnt. The focus is to provide them with the opportunity to apply their knowledge of the Art & Design Industry through a business approach, this is a key component of the curriculum. Students will research and record influential artists and their techniques, manipulating their knowledge and skills to further develop their own creative work.

Term	Topics	Knowledge and key terms	Skills developed	Assessment
Summer 2	<p>Component 1: Creative Practice in Art and Design</p> <p>Research</p> <ul style="list-style-type: none"> • 2D pieces, printing, painting, drawing • The purpose of research in art and design • Exploring art and design practice 	<ul style="list-style-type: none"> - Students will explore art and design practice through drawing - They will develop their work with reference to artists and designers - They will understand the purpose of research. - They will explore techniques, which are used by professional creatives. <p>Key terms: Materials Techniques Processes Observation drawing Line Tone Colour Composition Colour Schemes Harmonious Complementary Primary Secondary</p> <p>Employability and life skills: Time Management, Creative thinking, Historical and social context, Presentation skills</p> <p>Internet safety, when researching</p>	<ul style="list-style-type: none"> • Expanding their knowledge of Art and Design practice and professional practitioners. • Gaining knowledge of formal elements such as lines, tone and composition. • Identifying common themes and techniques. • Create drawings by using different techniques. • Learn how to adapt drawings made from observation to create patterns and abstract forms. 	<p>The ability to visually communicate ideas</p> <p>Informed by investigation.</p> <p>Effective exploration of art and design informed by research of art and design practice.</p>

<p>Autumn 1</p>	<p>Component 1: Creative Practice in Art and Design</p> <p>Students get the brief, with a different theme every year in September</p> <p>Task 1, Investigation</p>	<ul style="list-style-type: none"> - Researching into the work of Creative practitioners related to the theme. - Explore the formal elements, properties of materials, design principles, techniques and processes they have used. - Primary and secondary research into the theme. <p>Key Terms: Materials Techniques Processes Observation drawing Line Tone Colour Composition Colour Schemes Harmonious Complementary Primary Secondary</p> <p>Employability and life skills: Time Management, Creative thinking, Historical and social context, Presentation skills</p> <p>Internet safety, when researching</p> <p>Working with external agencies</p>	<ul style="list-style-type: none"> - Students will develop their research skills and will gain some new researching skills - Exploring different ways of representing different objects in respond to the theme. - Improve their drawing skills, as they will learn new techniques, such as drawing by using ink, mixing different mediums with images and other techniques. 	<p>To build on your confidence to develop ideas.</p> <p>Generation techniques and ability to visually communicate ideas informed by investigation.</p> <p>Effective exploration of art and design informed by research of art and design practice</p> <p>Creating sufficient amounts of 2D pieces of Art – these should have a high finish.</p>
<p>Autumn 2</p>	<p>Component 1: Creative Practice in Art and Design</p> <p>Task 1, Investigation</p>	<ul style="list-style-type: none"> - Initial practical responses to your research, testing how others have worked and exploring materials, techniques and processes. - Annotation reflecting on your research and progress on the brief. - Demonstrating the exploration of a range of practical skills in art and design. 	<ul style="list-style-type: none"> - Gaining a developed knowledge of materials/techniques, such as tonal drawing, mark making or painting. - Generating and communicating art and design ideas, as they will study and complete lots of artist's research. - Creating a composition by using some of their old drawings. 	<p>Confidence of ideas development.</p> <p>Generation techniques and ability to visually communicate ideas informed by investigation.</p>

		<ul style="list-style-type: none">- Evidence of skills development, continual review, which shows testing of specialist materials, techniques and processes. <p>Key Terms: Materials Techniques Processes Observation drawing Line</p> <p>Employability and life skills: Time Management, Creative thinking, Historical and social context, Presentation skills</p> <p>Internet safety, when researching</p> <p>Working with external agencies</p>	<ul style="list-style-type: none">- Students will be more confident to talk about their work or about artist's work- Group discussions	Effective exploration of art and design informed by research of art and design practice
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Spring 1

Component 1: Creative Practice in Art and Design

Task2,

Ideas Generation

- Mind mapping
- Mood boards
- Visual methods

Key terms:

Visual communication

Materials

Techniques

Processes

Observational drawing

Model making

Rough drafts

Employability and life skills:

Time Management, Creative thinking,

Historical and social context, Presentation skills

Internet safety, when researching

Working with external agencies

- Photography skills and learning how to analyse the elements of own photographs
- Develop sketching skills
- Experimenting the use of different materials
- Improve annotating skills and learn how to annotate practical work
- Learning how to create a sketch model

Effective use of sketch models

An effective sketchbook that include all the development

Spring 2

Component 1: Creative Practice in Art and Design

Task2,

Ideas Generation

- Experimentation with materials, techniques and processes

Key terms:

Visual communication

Materials

Techniques

Processes

Observational drawing

Model making

Rough drafts

Consistency

Properties

Drafting

Testing

Employability and life skills:

Time Management, Creative thinking,

Historical and social context, Presentation skills

Internet safety, when researching

Working with external agencies

- Learn some new practical skills
- Learning some new practical skills
- Learning how to create develop ideas by using the sketch model

Effective exploration of art and design informed by research of art and design

Creating 3D sketch models

A sketchbook that include all the development

Summer 1

Component 1: Creative Practice in Art and Design

Task3,

Development and Creation

- Select and apply specialist skills to manipulate materials, techniques and process
- Review and evaluate research, ideas and progress so far.
- Produce final response to the brief.

Key terms:

Materials
Techniques
Processes
Observational drawing
Model making
Consistency
Properties
Drafting
Testing

Employability and life skills:

Time Management, Creative thinking, Historical and social context, Presentation skills

Internet safety, when researching

Working with external agencies

- Test, prototypes, drafts, samples and roughs creating skills
- Photography skills
- Drawing skills
- Recording skills
- Printing skills
- Professional annotation skills
- Creating a final piece that has very good- excellent finishing
- Professional presentation skills

Confidence of ideas, design development and product outcome.

Effective presentation.

Competent presentation and communication skills.

Description and recording skills.

Effective use of font, colours and visuals in the PowerPoint slides