



Art

CURRICULUM MAP

TRANSITION STAGE							
YEAR 7	AUTUMN 1		AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	Drawing Skills		Colour Theory and Painting			Three Dimensional	
SKILLS	● Shade. ● Tone. ● Under drawing. ● Fine motor skills. ● Control of pencil. ● Observational drawing. ● Still life drawing. ● 3D shapes.		● Colour theory. ● Colour landscape. ● Impressionism. ● Artist research - Monet. ● Developing mixing skills. ● Fine motor skills. ● Control of paintbrush. ● Observational painting.			● Recording skills . ● Form. ● Portraits. ● Artist research - Sculptors. ● Card construction - fine motor skills. ● Manipulating 2D materials (paper, card) to create 3D forms. ● Ceramics - coiling, pinch pot, modelling.	
USEFUL RESOURCES / GUIDANCE: Art & Design lessons for Key Stage 3 students - Oak National Academy							



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CURRICULUM MAP

FOUNDATION STAGE								
YEAR 8	AUTUMN 1		AUTUMN 2		SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	Greek Vases		Two Dimensional Skills			Design		
SKILLS	• Drawing and recording skills. • Analysing art work. • History of Ancient Greece and their artwork. • Annotation. • Creating a visual narrative. • Design development. • Creating exciting compositions. • Ceramics: - Pinch pot - Coil - Building - Imprint - Relief - Decoration - History of ceramics		• Using basic shapes to create complex images. • Drawing animals. • Creating the illusion of fur. • Drawing architecture using one, two and three-point perspectives. • Measuring. • Drawing the proportions of the human figure - standing and moving.			• Observational drawing - upscaling. • Cultural art research e.g. Islamic Art, Japanese Art, African Art, Eastern European Art, Indian Art, Celtic Art, European Art and more. • Zentangles • Pattern design and creation • Cultural patterns • Geometric shapes • Symmetry • Precision • Graphic design • Building on the elements of pattern; repetition, negative space, line, texture, colour, form. Composition, design.		
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FOUNDATION STAGE						
YEAR 9	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	Protest Art - Contemporary Issues		Shoe Design		Architecture	
SKILLS	• Artist analysis - Shepard Fairey. • Contextual research - movements. • Pop Art. • Typography. • Portrait drawing. • Proportions. • Pattern making. • Perspective. • Composition.	• Thumbnails. • Design layout. • Poster design. • Graphic design. • Colour analysis. • Review and refine. • Presentation.	• Design process. • Mood board. • Thumbnails. • Branding. • Market research. • Collaboration. • Artist research. • Analysis.	• Development of shoe designs. • Refine and extend. • Blending techniques. • Colour application. • Pattern. • Accuracy. • Analysis of final design.	• History of architecture. • Architecture from around the world and through time. • Mass production of the arch. • Under-drawing. • Observational drawing. • Form. • Fine-liner techniques such as hatching and cross-hatching.	• Paper manipulation. • Collaboration. • Joining techniques. • 3D construction. • Development. • Experiment. • Review, modify and refine. • Group work - create your own 3D sculpture.
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CURRICULUM MAP

EXAMINATION STAGE: ART & DESIGN GCSE							
YEAR 10	AUTUMN 1		AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	Unit 1: Coursework Sea Life - developing and creating an outcome			Unit 1: Coursework Animal Project - recording/ developing	Unit 1: Coursework Animal Project - developing & creating outcome	Unit 1: Coursework Identity project – Artist research and observation	Unit 1: Coursework Identity project – Artist research and observation
SKILLS	- Developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in experimentation of a variety of media	- Review, modify and refine ideas and responses - Create a meaningful and personal response in the selected media		- Recording primary and secondary sources - Developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in their chosen media.	- Review, modify and refine ideas and responses - Create a meaningful and personal response in the selected media	- Recording from primary and secondary sources - Experiment with a variety of media - Students should be working independently and selecting their own resources and materials	- Developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in their chosen media
USEFUL RESOURCES / GUIDANCE: GCSE Art and Design - BBC Bitesize							



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CURRICULUM MAP

EXAMINATION STAGE: ART & DESIGN GCSE						
YEAR 11	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	Unit 1: Coursework Identity project - Development	Unit 1: Coursework Identity project – Final outcomes	Unit 2: Externally set exam			
SKILLS	- Developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in their chosen media	- Review, modify and refine ideas and responses - Create a meaningful and personal response in the selected media	- Select one exam question to respond to, guided by your teacher - Contextual research, recording and experimenting with a range of appropriate materials	- Recording and developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in experimentation of a variety of media	- Review, modify and refine ideas and responses - Create a meaningful and personal response in the selected media	10-hour exam, in this time you will create the final outcome to your project
USEFUL RESOURCES / GUIDANCE: GCSE Art and Design - BBC Bitesize						



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CURRICULUM MAP

EXAMINATION STAGE: 3D ART & DESIGN GCSE							
YEAR 10	AUTUMN 1		AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	Unit 1: Coursework Sea Life - developing and creating outcome			Unit 1: Coursework 3D Masks – recording and contextual understanding	Unit 1: Coursework 3D Masks - experimentation and development		
SKILLS	- Developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in experimentation of a variety of 2D and 3D media	- Review, modify and refine ideas and responses - Create a meaningful and personal response in the 3D selected media	- Recording primary and secondary sources - Developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in their chosen media.	- Developing personal and meaningful ideas and responses, making links to chosen theme - Developing and building on skills in their chosen 3D media			
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Art

CURRICULUM MAP

EXAMINATION STAGE: 3D ART & DESIGN GCSE						
YEAR 11	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	Unit 1: Coursework 3D Masks – developing and outcomes	Unit 1: Coursework 3D Masks – Final outcomes	Unit 2: Externally set exam			
SKILLS	- Developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in their 3D chosen media	- Review, modify and refine ideas and responses - Create a meaningful and personal response in the 3D selected media	- Select one exam question to respond to, guided by your teacher - Contextual research, recording and experimenting with a range of appropriate materials	- Recording and developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in experimentation of a variety of media	- Review, modify and refine ideas and responses - Create a meaningful and personal response in the selected media	10-hour exam, in this time you will create the final outcome to your project
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CURRICULUM MAP

ADVANCED STAGE						
YEAR 12	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	Component 1: Coursework KHS Project 1 - Select Own Project		Component 1: Coursework KHS Project 2 - Select Own Project			Component 1: Coursework KHS Project 3 - Select Own Project
SKILLS	- Students select from Fine Art, Graphic Design, Photography, Textiles, Fashion and 3D - Studies of contextual sources demonstrating visual, analytical and critical understanding - Recording from primary and secondary sources, annotations, notes, transcriptions - Recording from observation	Developing ideas, creating a final outcome, reflecting critically on work and progress	- Record ideas, observations and insights, relevant to intentions, reflecting critically on work and progress - Recording from primary and secondary sources - Experiment with a variety of media - Students should be working independently and selecting their own resources and materials	- Developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in experimentation of a variety of media	- Develop ideas through sustained and focused investigations, demonstrating analytical and critical understanding - Developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in their chosen media	- Artist research including annotations, notes, transcriptions - Demonstrating analytical and critical understanding in a 1,000-3,000-word essay on chosen theme
USEFUL RESOURCES / GUIDANCE: How to be successful and enjoy your A Level Art Exam						



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CURRICULUM MAP

ADVANCED STAGE						
YEAR 13	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CONTENT	Component 1: Coursework KHS Project 3 - Select Own Project		Component 2: Externally set unit			
SKILLS	- Studies of contextual sources demonstrating visual, analytical and critical understanding - Artist research including annotations, notes, transcriptions	Record ideas, observations and insights, relevant to intentions, reflecting critically on work and progress	- Select one exam question to respond to, guided by your teacher - Contextual research, recording and experimenting with a range of appropriate materials	- Recording and developing personal and meaningful ideas and responses, making links to chosen artist - Developing skills in experimentation of a variety of media.	- Review, modify and refine ideas and responses - Create a meaningful and personal response in the selected media	- Artist research including annotations, notes, transcriptions - Demonstrating analytical and critical understanding in a 1,000-3,000-word essay on chosen theme15-hour exam.
USEFUL RESOURCES / GUIDANCE: How to be successful and enjoy your A Level Art Exam						