



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit of work	Component 1- Generating Ideas in Art and Design	Component 1- Generating Ideas in Art and Design	Component 1- Generating Ideas in Art and Design	Component 2- Develop Practical Skills in Art and Design	Component 2- Develop Practical Skills in Art and Design	Component 2- Develop Practical Skills in Art and Design
Core Skills	<ul style="list-style-type: none"> Formal elements Frame and composition Properties of materials Exploring the work of others practically Generating art and design ideas to solve problems Creative problem solving methods 	<ul style="list-style-type: none"> The use of techniques to communicate ideas and intentions: Design intentions, initial design techniques, notation to convey information. 	<ul style="list-style-type: none"> Time management Independent research skills Evaluation Experimentation Properties of materials Exploring the work of others practically Generating art and design ideas to solve problems Creative problem solving methods The use of techniques to communicate ideas and intentions: Design intentions, initial design techniques, notation to convey information. 	<ul style="list-style-type: none"> Developing practical skills through the exploration of materials, techniques and processes Developing skills through traditional, digital and experimental specialist techniques Exploring materials relevant to fine and modern art 	<ul style="list-style-type: none"> Time management Independent research skills Evaluation Demonstrating practical skills through the exploration of materials, techniques and processes Demonstrating skills through traditional, digital and experimental specialist techniques Demonstrating an understanding of materials relevant to fine and modern art 	
Core Knowledge	<ul style="list-style-type: none"> The purpose of research in art and design The use of research to help develop understanding and inspire ideas Research sources for investigation Art and design investigation processes relevant to a specialist area Identify design problems Reflect on audience needs Reflect on how others have solved similar design problems Audience and client needs 			<ul style="list-style-type: none"> Artists, their techniques, movements and achievements. Self review and reflection techniques Digital and traditional portfolios Methods of communication in art 		
Assessment & Feedback	<p>Art is delivered through projects which closely follow the expectations of the component 1-3 assignment and exam expectations. This provided students with a deeper understanding of how assignments should be structured and how marks are achieved whilst still allowing students to be creative and experiment with a range of techniques and media.</p> <p>Teacher feedback is provided on each stage of the process, providing clear guidance</p>		<p>Component 1 Assignment- Hybrids (30% weighting in final grading)</p>	<p>Component 1- Resubmissions</p> <p>Note: Following grading of the first assignment students are provided with time to make any improvements to their C1 portfolio before entering this for their final submission date. As per the exam boards regulations feedback cannot be provided on what to improve by the assessor.</p>	<p>Component 2 Assignment- Hybrids (30% weighting in final grading)</p>	<p>Component 2- Resubmissions</p>
Link to prior learning	<p>Component 1 - During the KS3 curriculum students develop an understanding of how to work to a client brief within their focused projects. Each year group explores a range of prominent artists, their styles, techniques, media and noted works. They work with a range of media including paints, collage, pencils, pastels and sculpture materials. These elements are all drawn upon during the component 1 preparation and assignment work.</p>			<p>Component 2- In this second component a greater emphasis falls on the students ability to experiment and review their findings in order to progress in their portfolio. Students therefore draw upon both their KS3 and Component 1 understanding of how to self evaluate in order to suggest and then execute improvements. They continue to develop their use of a range of media with the inclusion of digital media options along side more physical, modern techniques such as digital photography.</p>		
Outside learning/trips		Educational visit to the V&A Museum- Gathering primary research.				