



ART, CRAFT AND DESIGN— CURRICULUM OVERVIEW 2018/19

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
7	<u>Introduction to Art/Design .</u> For pupils to understand what A n D is about at Elemore Hall and to learn some basic 2d/3d skills.	<u>Introduction to Art/Design.</u> Introduce steps and explain how they fit with AO and later GCSE grades	<u>Self Image.</u> For pupils to explore their own identity as a starting point for Art and then produce work from this	<u>What's is a building?</u> For pupils to use the built environment as an inspiration for producing 3d artwork	<u>Printing</u> To introduce pupils to the techniques of simple printing and apply them to their own work.	<u>Recreating landscapes</u> For pupils to produce artwork based upon the landscape
8	<u>Objects and viewpoints</u> For pupils to develop an understanding of how they see things and how some artists have interpreted what they see Choice to make props for Solan's charity ball	<u>Objects and viewpoints</u> <u>(cross curricular—English)</u> Pupils will create drawings/ scenes based on descriptions in the books <u>8a Skellig</u> <u>8b Oliver</u>	<u>Vessels and vases</u> For pupils to learn and use techniques for hand-building ceramics and vases. To encourage imagination in pupils with Plants v Zombie ceramics.	<u>Mobiles</u> For pupils to research what a mobile is and designs have been made in the past, then make a mobile based upon their own design.	<u>Shared view(1)</u> Pupils will discover how they can use the local environment as an inspiration for individual and group 2d/3d art work	<u>Shared view (2)</u>
9	<u>Life Event (1)</u> For pupils to discover how events in life have provided inspiration of artist over the years. Assessment of pupils researching, recording and analysing skills	<u>Life Event (2)</u> For pupils to create their own original work based upon a life event or make props of SC Ball . Pupils will Record Forms to help keep track of their progress	<u>Changing your style (2d)</u> For pupils to explore how they can create their own 2d work based on original themes and existing artists work. Pupils to use Entry Level Unit Record Form	<u>Change your style (3d)</u> For pupils to explore how they can create their own 3d work based on original themes and existing artists work.	<u>Pop Art</u> For pupils to learn how 'popular' themes can inspire art work and to use this as a starting point for their own work.	<u>Pop Art</u> Pupils to produce a personal response to a teacher led POP ART project. This will be done following the criteria of GCSE ESA question.
10	<u>GCSE Art qualification</u> Pupils recap what skills they have learnt/ What they enjoyed. Pupils will complete exercises to help them with research/ analysing work/develop/ refining ideas.	<u>GCSE art</u> Mock Externally set task. Mini task linked with ELUF. Start a GCSE project either of their own choice, teacher led or from a ESA question.				
11	<u>GCSE Art Qualification</u>		<u>Set Assessment GCSE</u> Pupils will be given GCSE externally set assessment and begin researching the paper. They will plan a personal response to the question whilst developing and refining their ideas.	<u>Complete Assessment</u> Pupils continue with preparation work./Trying out tasks that they may use in the set time/Making ingredience and method lists. Pupils complete 10 hours assessment task.	<u>Setting up display</u> Pupils finalize their coursework projects. Pupils then set up displays to showcase their work from both units. GCSE work is marked and marks submitted to AQA	<u>Revision</u> Pupils revision other subjects for which they still have exams pending. Art work is moderated.