

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: Generating Ideas in Art and Design</p> <p>Hybrid Theme</p> <p>Task 1, Research 2D pieces, printing, painting, drawing</p> <ul style="list-style-type: none"> A1: The purpose of research in art and design A2: Exploring art and design practice 	<ul style="list-style-type: none"> Students will explore art and design practice through drawing, in response to the Hybrid theme. They will develop their work with reference to artists and designers such as Laura Ellen Bacon, HR Giger, Laura Youngson Coll, Alexander McQueen and Dominic Wilcox 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>	<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 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: Generating Ideas in Art and Design</p> <p>Hybrid Theme</p> <p>Task 1, Research 2D pieces, printing, painting, drawing</p> <ul style="list-style-type: none"> • A1: The purpose of research in art and design • A2: Exploring art and design practice 	<ul style="list-style-type: none"> - Researching into the audience to find out their preferences and what type of art and design would inspire them about the idea of Hybrid. - Primary and secondary research into objects, culture, materials or the thing that the student will combine into a Hybrid, such as a drawing, photograph or a 3D model. - Initial practical responses to the research testing how others have worked - Continual annotation reflecting on the student's research progress <p>Key Terms: Manga drawing Materials Techniques Processes Observation drawing Line Tone Colour Composition Colour Schemes Harmonious Complementary Primary Secondary</p>	<ul style="list-style-type: none"> - Students will be able to understand the concept of Hybrid - Exploring different ways of representing different objects in respond to the Hybrid 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. - 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. - Students will be more confident to talk about their work or about artist's work - Group discussions - Students will learn how to draw Manga drawing 	<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: Generating Ideas in Art and Design 2D pieces, printing, painting, drawing 3D Modeling</p> <p>Hybrid Theme</p> <p>Task 1, Research</p> <p>Task 2, Prototype</p>	<ul style="list-style-type: none"> - Demonstrating the exploration of a range of practical skills in art and design. - Evidence of skills development, continual review, which shows testing of specialist materials, techniques and processes. - Students will review and refine their work - Evidence will be presented in the form 	<ul style="list-style-type: none"> - Understanding the importance of creating a final piece - Learn how to create a useful and creative brainstorm to get most of it - Students will learn how to decide what to create for the final piece - Students will get different options to choose from, poster design, uniform /accessories design, object to be included in the exhibition, interior space for the exhibition or a web page or app for the exhibition. 	<p>Confidence of ideas development.</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>

	<ul style="list-style-type: none"> A1: The purpose of research in Art and Design A2: Exploring Art and Design practice 	<p>of a sketchbook, a presentation, a portfolio, a blog or worksheets, depending on the relevance to the discipline and sector.</p> <ul style="list-style-type: none"> Students will illustrate processes using a combination of techniques such as comparisons, diagrams, drawings, images and annotation. <p>Key terms: evidence Draft Prototype Review Health and safety Hazard Risk</p>	<ul style="list-style-type: none"> Understanding different types of posters and the key elements of poster design, font size and colour, headings and the message behind the poster. 	<p>Creating a sufficient amount of 2D pieces of work.</p>
<p>Spring 1</p>	<p>Component 1: Generating Ideas in Art and Design</p> <p>Hybrid Theme</p> <p>Task 2, Prototype</p> <ul style="list-style-type: none"> A2: Exploring Art and Design practice 	<ul style="list-style-type: none"> Focusing on creating a final piece and finishing the sketchbook <p>Key terms: Prevention Graphic design Software Sewing Material Techniques Process</p>	<ul style="list-style-type: none"> Learning how to use text on clothes, if they would like to design a uniform. Learning about small things that could fail the design if it was a uniform, such as the weight and size of the piece. Learning about the different options of designing an object to be included in the exhibition, such as art installation, a sculpture, a painting, a textiles piece or a mixed medium piece. Learning the key elements of space design, such as the size of the space, colours, materials, floor materials, walls, lighting and objects to include, such as shelves or chairs. Learning how to improve the finishing of the product. Learning how to create a creative sketchbook that will include everything needed to reach the criteria. 	<p>Creating a 3D model.</p> <p>Finished model must reach the grading criteria.</p> <p>Submission of a creatively developed sketchbook.</p>
<p>Spring 2</p>	<p>Component 2, Develop Practical Skills in Art and Design</p>	<ul style="list-style-type: none"> Producing a book cover for 'VEE' a new Vegan Cookbook, this is for young adults. 	<ul style="list-style-type: none"> Learn new skills, such as making sewn vegetables, collaged or printed desserts, experimental photographic still life, 	<p>Effective exploration of art and design informed by research of art and design</p>

	<p>Vegan Cookbook Cover Design</p> <p>A- Develop practical skills through application and review</p> <p>Task 1: Design Development</p>	<ul style="list-style-type: none"> - Exploring and experimenting with a wide range of materials, techniques and design options, this will help the student develop skills in order to produce and refine an outcome - Creating an attractive cover that will attract the younger generation <p>Key terms: Development Review Refine Communication Material Technique Process Consistency Paint Properties Client expectations Drafting Testing</p>	<p>digital illustration of fruit, ceramic sandwiches.</p> <ul style="list-style-type: none"> - Learn how to include full details of the author, publisher and title. - Learn how to design front cover, spine and back cover. - Learning how to create draft sketches of layout. - Creating 2D and 3D pieces of work. - Improving the use of colour pallets. - Learn how to get most of the test print. - Recording of original design experiments. - Learn how to record the refinement of the final design. 	<p>practice.</p> <p>Responding to the client needs.</p> <p>Creating 3D models of food, fruit or vegetables in order to take photographs and use them for the front page.</p> <p>Effective 2D pieces with high quality finish.</p>
<p>Summer 1</p>	<p>Component 2, Develop Practical Skills in Art and Design</p> <p>Vegan Cookbook Cover Design</p> <p>B- Record and communicate skills development</p> <p>Task 2: Presentation</p>	<ul style="list-style-type: none"> - Creating an effective presentation to be presented in front of the client, it should be between 8-10 slides - Include their created piece, paintings, photographs, prints or 3D models in the presentation. - Documenting and showing the client the improvement steps and how the work was refining - Showing the final design cover 	<ul style="list-style-type: none"> - Improving their presentation skills - Building up their confidence in talking in front of people (a live audience) - Learn how to record a design process from the beginning to the final design - Learn how to make decisions during a designing project - Learn how to record details of strengths and areas for further development 	<p>Confidence of ideas, design development and product outcome.</p> <p>Effective presentation.</p> <p>Competent presentation and communication skills.</p> <p>Description and recording skills.</p> <p>Effective use of font, colours and visuals in the PowerPoint slides</p>