



Art, Design & Technology Curriculum Summary 2017 - 2018

Year 7

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ART	Colour Portraits	Colour Portraits	Surrealism	Surrealism	Surrealism	Mythical Creatures
	Understanding Colour theory	Basic colour mixing using complimentary colours	Understanding the context and importance of Surrealism	Understanding of layering when creating a painted composition	Painting images in detail	Understanding of use and importance of imagery in ancient greek art
	Understanding use of colour wheel	Using paint to shade light to dark	Understanding the visual language of Surrealism	Creating background use of watercolour	Creating ceramic version	Understanding of how mythical creatures may have become invented
	Understanding facial proportions	Using colour wheel to make composition choices	Creating Surreal compositions	Transferring image onto background		Creating collages of mythical creatures
	Using shade to model form	Evaluation	Using grids to make accurate drawings			Tranfering and painting of image
	Adding detail and refinement					Use of paint to create trompe l'oeil effect
DT	Sock Creatures	Sock Creatures	Electronic Cycle safety bands	Electronic Cycle safety bands	Aztec Tote Bags	Aztec Tote Bags
	Packaging design	Packaging design	Sock Creatures	Sock Creatures	Puzzle	Puzzle
	Understanding the importance of Graphic design in packaging	Understanding How to use basic Graphics Software techniques to colour and				



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		enhance lettering designs				
	Understanding how typography can connote different meanings	Understanding how to use files to model and shape wood				
	Understanding how to design lettering					
	Key Tag	Key Tag	Puzzle	Puzzle	Membrane panel Games	Membrane panel Games
	Learn the theory of thermoplastic & thermoset plastic	Apply the theory of thermoplastic & thermoset plastic in their making.	Learn the theory of natural & manufactured wood	Apply the theory of natural & manufactured wood in their making	Learn the theory of electronics	Apply the theory of electronics in their making
	Packaging design	Packaging design	Key Tag	Key Tag	Marionette	Marionette
	Understanding the importance of Graphic design in packaging	Understanding How to use basic Graphics Software techniques to colour and enhance lettering designs				
	Understanding how typography can connote different meanings	Understanding how to use files to model and shape wood				
	Understanding how to design lettering					



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Year 8

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ART	Cubism	Cubist Shoes 3D	Cubist Shoes 3D	Pop Art Portraits	Pop Art Portraits	Pop Art Portraits
	Understanding the context of cubism	Completion of 3D models	Completion of models	Understanding of the artistic and cultural context surrounding Pop Art	Understanding the process of how to create a Polyblock printing block	Students to understand the visual language of Roy Lichtenstein
	Understanding the intentions of cubist artists and how they influenced modernism	Cutting up and rearranging	Making drawings from models	Understanding the visual languages associated with different Pop artists	Tracing and transferring images onto polyblock using a compass	Students to create dramatic images in the style of Roy Lichtenstein to be photographed
	Understanding the visual language of cubism	Understanding of Cubism concepts of the creation of 3D space in a 2D plane	Understanding of how to shade and use colour with oil pastel	Understanding the reasons for choices of subject matter in pop art, specifically Andy Warhol	Understanding of how to create repeat (Stereotype) prints	Students to trace images in the style of Roy Lichtenstein
	Creating detailed drawings of shoes from different angles	Understanding of the use of colour and shade in cubist images	Understanding of how space is distorted in cubist paintings	Understanding the importance of the development printing - links to History	Students collaging prints	Understanding of use of Paintshop pro software to colour and texture images
	Understanding of how to construct 3D objects out of 2D materials	Painting of Cubist shoe models	Creating cubist compositions from their model drawings	Understanding how to add a grid to a chosen picture to make a detailed drawing	Evaluation	Students Using software to develop images in the style of Roy Lichtenstein



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	Construction of 3D shoe models		Colouring and shading using oil pastel	Creating detailed of a famous person		
			Evaluation			
DT	Printed T-Shirts	Printed T-Shirts	Product packaging/Trainer	Product packaging/Trainer	CAD Wallpaper	CAD Wallpaper
	FilmPoster	FilmPoster	Pewter Casting	Pewter Casting	Trinket Box	Trinket Box
	Pewter Casting	Pewter Casting	Frame joints	Frame joints	CAD/CAM	CAD/CAM
	Learn the theory of metals i.e. pewter, aluminium & cast iron	Apply the theory of metals i.e. pewter, aluminium & cast iron in their making	Learn the theory of vacuum forming, laser cutting & line bending	Apply the theory of vacuum forming, laser cutting & line bending in their making	Learn the theory of different types of joints & electronics	Apply the theory of different types of joints & electronics in their making
			Learn to use google sketch up & 2D design.			



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Year 9

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ART	Impressionism	Impressionism	Cubism	Cubism	Cubism	Cubism
	Students to understand historical context of Impresionism	Understanding of visual language of impressionist paintings	Students to understand historical context of Cubism	Creating 3D models of musical instruments cont.	Painting and refinement	Completion
	Students to understand the importance of accurate colour mixing in creating impressionist paintings	Creating final Impressionist painting	Understanding how Cubist artwork shows 3D images in a 2D plane		Understanding the importance of tone in cubist paintings	Drawing of model
	Colour mixing activity	Evaluation and Mounting	Understanding of visual language of cubism	Rearrangement of 3D models	Understanding how to shade light to dark with paint	Analytical cubist painting from model
	Practice painting of churchyard	Annotation	Making drawings of musical instruments			Understanding of how positive and negative space are the same in cubist paintings
	Understanding of how to use Paintshop Pro to edit an image using paint effects		Creating 3D models of musical instruments			
	Choosing image of famous place to create painting from					
	Making accurate A2 drawng from image					



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GR	Frankenstein Book Covers	Frankenstein Book Covers	Frankenstein Book Covers	Frankenstein Book Covers	Car Ad	Car Ad
	Understanding of visual styles associated with gothic horror	Demonstrating the ability to draw in detail with strong tone	Creation of background images using layering	Understanding of the use of appropriate typography	Understanding the importance of Advertising and branding	Creation of 3D car models
	Understanding of the importance of chairoscuro in gothic horror images	Completion of monster drawings	Completion of background drawings	Complete lettering	Understanding techniques used by advertisers	Photographing models
	Completion of tonal studies based on Boris Karloff	Tracing and colouring in Paintshop	Showing an understanding of most effective ways to create sky effects	Understanding of book design conventions	Understanding of the aesthetics of sports cars	Adding colour shade and texture in Paintshop Pro
	Demonstrating the ability to distort an image in Paintshop Pro	Demonstrating the ability to use layers affectively	Final backgrounds completed	Understanding of the rule of thirds	Creation of rough car designs	Background designs
	Creation of Monster images	Creation of final monster image		Final designs completed	Creation of orthographic designs	
PD	Initial Ideas/CAD	Initial Ideas/CAD	Sketch Modelling	Sketch Modelling	Coursework write up	Coursework write up
	students learn to use different techniques to generate initial ideas	students use google sketch up to finalise their ideas and make modifications	students learn to model their final idea using corrugated card	students make changes to their model based on further research & development	students learn to document & evidence their research & development	students learn to evaluate their research & development & make changes based on their findings



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Year 10

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ART	Cubism	Surrealism	Surrealism	Surrealism	Surrealism	Surrealism
	Completion of Cubism Project	Understanding of the historical and contextual influences on Surrealism	Understanding how to transfer an image onto a prepared background	Painting cont.	Understanding how to create 3D ceramic models from a 2D image using a withie frame	Project completion
	Evaluation and prestantation	Understanding of the visual language of surreal paintings	Understanding how to paint in fine detail using accurate colour and shade	Understanding of the use of specific motifs in the work of surreal paintings	Creation of models based on a part of final paintings	Evaluation and prestantation
		Understanding of the importance of juxta position in Surreal art	Transferring images onto backgrounds	Adding motifs to final paintings: Crutches, ants, bowler hats, apples etc.	Completion of model	
		Creation of Surreal collages in Painshop pro, based around different categories of images	Painting final images		painting of models	
		Making highly detailed draings from images on A3 using the grid method				
		Understanding the use of decalcomania in the work of Max Ernst				
		Creation of backgrounds using decalcomania				



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GR	Car Ad	Animation	Animation	Animation	Animation	Animation
	Understanding of the effect of different typography	Understanding of the complex development needed to create a successful animation	Creation of characters or props	Animation development - Individual and original work by students		
	Designing lettering	Showing understanding of chosen theme	Creation of backgrounds	Individual support and guidance given tailored to each student		
	Completion and review	Researching theme	Demonstrating understanding of visual language of chosen game genre			
	Showcase	Making studies into theme	Animation development			
		Creation of characters or props				
PD	Product Manufacture	Product Manufacture	Modification	Review	Refine	Exam Practice/Revision
	students learn to use and apply different tools & machinery based on individual project	students learn to use and apply different tools & machinery based on individual project	Learn to identify problems and identify needs for change	Learn to make appropriate modifications to meet consumer needs	Learn to apply quality control on their product in order for commercial production	Practice past exam paper & learn how to answer them, revise on past content



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Year 11

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1
ART	Portrait	Portrait	Exam	Exam	Exam/CW Completion
	Understanding of how different artists have portrayed themselves in self Portraits	Detailed A2 drawing form portrait image	Exam papers issued to students on 1st January		Sitting final exam
	Understand the visual language of different portrait styles	Experimenting with different media to plan for final painting	Exam Prep		Final c/w completion and submission
	Researching different portrait styles	Complete final painting	Guidence tailored to different question topics		
	Making studies from research images	Review and improvement of all projects	Focussing on fulfilling all AOs		
	Experimenting with different media to recreate the style of chosen portraits	Presentation of final C/W folder			
	Layering own photo onto a famous portrait painting			Sitting final exam	



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GR	Animation	Game cover	Exam	Exam	Exam/CW Completion
	Completion of animations	Demonstrating understanding of Game cover designs	Exam papers issued to students on 1st January		Sitting final exam
	adding sound and music	Understanding of appropriate typography	Exam Prep		Final c/w completion and submission
	Creation of final showcase	Final cover completed in Y11 Mock exam	Guidence tailored to different question topics	Sitting final exam	
			Focussing on fulfilling all AOs		
PD	Exam Practice/Revision	Product Completion	Exam Practice/Revision	Exam Practice/Revision	Exam Practice/Revision
	Practice past exam paper & learn how to answer them, revise on past content	complete product with a quality finish and make it commercially viable according to AQA standards	Practice past exam paper & learn how to answer them, revise on past content	Practice past exam paper & learn how to answer them, revise on past content	Practice past exam paper & learn how to answer them, revise on past content