2022/	AUTI	JMN	SPRII	NG	SUMMER	
2023	023 HT1 HT2		НТ3	HT4	HT5	HT6
λ 7	Area of study Visual Elements 1 FA Key concepts/ Knowledge Colour mixing, association, tone, line, porpoportion, analytical drawing, use of concepts and the state of the stat		Area of study Musical Elements MU Key concepts/ Knowledge Pitch, tempo, dynamics, duration, texture, silence, rhythm, visual composition, musical notation, soundscapes, historical musical movements Assessment method Quiz, performance, visual soundscape	Area of study Typography VC Key concepts/ Knowledge Anatomy of letters, historical & cultural context of typography, Calligraphy, Techniques, graffiti, perspective & 3D letterform, branding Assessment method Quiz & practical outcome (portfolio)	Area of study Historical Art Icons FA Key concepts/ Knowledge Attributes of iconic artist's influences contrast and compare, deconstruct and reconstruct Assessment method Baseline, quiz & portfolio	Area of study Visual Elements 2 Key concepts/ Knowledge Colour psychology, analytical drawing techniques (revisit), pattern & texture through culture and time Assessment method Quiz & portfolio
8 >	Area of study Modern Art Movements FA Key concepts/ Knowledge Stencil Art, Impressionism, Pop Art, attribut movements, contrast and compare, dec Assessment method Baseline, quiz & portfolio		Area of study Visual Principles VC Key concepts/ Knowledge Symmetry, Balance, Emphasis, Perspective, application by iconic artists / designers over time Assessment method Quiz & practical outcome (portfolio)	Area of study Logo Design (Donut Project '20) VC Key concepts/ Knowledge Branding elements, designing for a client, presentation methods, marketing, CAD skills, unique selling point Assessment method Quiz & practical outcome (portfolio), presentation (oracy)	Area of study Modern Art Icons FA Key concepts/ Knowledge Attributes of iconic artist's influences contrast and compare, deconstruct and reconstruct, application in new contexts Assessment method Baseline, quiz & portfolio	Area of study Visual Language VC Key concepts/ Knowledge Systems, perception, bias, structure, vernacular Assessment method Quiz & practical outcome (portfolio)
6 A	Area of study Abstract Art FA Key concepts/ Knowledge Expressionism, Cubism, Fauvism abstract form, abstract colour, abstraction of meaning, symbolism, examination of movements response to each other over time and place Assessment method Baseline, quiz & portfolio  Area of study Figma Challenge VC Key concepts/ Knowledge Wire framing, navigation, design elements, prototyping, collaborative design Assessment method Collaborative presentation, user group testing		Area of study Visual Language VC Key concepts/ Knowledge Minimalism, Maximalism, Golden ratio, Fibonacci series, application by iconic artists over time Assessment method Quiz & practical outcome (portfolio)	Area of study Branding & Marketing (AR App '20) VC Key concepts/ Knowledge SWOT, customer profile, identifying market gap, market pull / push, branding elements, designing for a client, presentation methods, guerrilla marketing, unique selling point Assessment method Quiz & Student presentation (oracy)		Area of study Sculpture and Architecture 3D Key concepts/ Knowledge 4 schools of architectural thought and theory, problem vs / people centred design, 3D visualisation skills methods – analogue / digital, CAD, historical / cultural perspective - Alhambra Assessment method Quiz & practical outcome (portfolio)

## SKILLS FOR LIFE/ FUTURE LEARNING AND EMPLOYMENT

NOTES

2022/	AUTUMN				SPRING			SUMMER	
2023	HT1	HT1 HT2		HT3		HT4	HT5	HT6	
γ10	Area of study P1 Fine Art Key concepts/ Knowledge Painting techniques, life drawing, analytical drawing, tone, light, shadow Assessment method Induction, Knowledge Baseline & Portfolio	Area of study P2 Visual Communication Key concepts/ Knowledge Branding, Typography, Logo refinement, visual toolkit, ideation, app design Assessment method Presentation	Photography skills	historica form vs. compos	ncepts/ dge isation, cultural and al influences, function, sition nent method o, class	Area of study 3D Art & Design Key concepts/ Knowledge Architectural theory revisit, People / Problem centred design, 3D techniques, advanced CAD skills Assessment method Presentation	Area of study GCSE Unit 1a: Centre-Directed Portfolio Projec Key concepts/ Knowledge (In line with Assessment Objectives AO1 – AO4) Primary / secondary research methods, cultural / historical / S.E.M.I. analysis, specialisms based techniques (Fine Art, Graphics, Textiles, Photography, 3D / Architecture), Ideation, Refineme of concepts, prototyping techniques, writing skills – annotation, critique, intention, evaluation Assessment method Practical review against Assessment Objectives, specification criteria and supplied starting points		
γ11	Architecture), Ideation, Retinement of concepts, prototyping fechniques, writing skills – annotation, critique, intention, evaluation  Assessment method					Practical review against Assessment Objectives			

	SKILLS FOR LIFE/ FUTURE LEARNING AND EMPLOYMENT						
NOTES							