

2021/ 2022	AUTUMN			SPRING		SUMMER	
	HT1	HT2	HT3	HT4	HT5	HT6	
Y 7	Area of study Visual Elements 1 FA Key concepts Colour mixing, association, tone, line, painting techniques, tonal values, proportion, analytical drawing, use of colour in iconic art over time Assessment method Baseline, quiz & portfolio		Area of study Musical Elements MU Key concepts 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 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 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 Colour psychology, analytical drawing techniques (revisit), pattern & texture through culture and time Assessment method Quiz & portfolio	
Y 8	Area of study Modern Art Movements FA Key concepts Stencil Art, Impressionism, Pop Art, attributes of movements, links between movements, contrast and compare, deconstruct and reconstruct timeline Assessment method Baseline, quiz & portfolio		Area of study Visual Principles VC Key concepts 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 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 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 Systems, perception, bias, structure, vernacular Assessment method Quiz & practical outcome (portfolio)	
Y 9	Area of study Abstract Art FA Key concepts 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 Wire framing, navigation, design elements, prototyping, collaborative design Assessment method Collaborative presentation, user group testing	Area of study Visual Language VC Key concepts 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 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 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)	
Y 10	Area of study P1 Fine Art Key concepts Painting techniques, life drawing, analytical drawing, tone, light, shadow Assessment method Induction, Knowledge Baseline & Portfolio	Area of study P2 Visual Communication Key concepts Branding, Typography, Logo refinement, visual toolkit, ideation, app design Assessment method Presentation	Area of study Digital Image Key concepts Photography skills revisit, capturing images, digital image manipulation Assessment method Class critique	Area of study Textiles Key concepts Customisation, fabrics, cultural and historical influences, form vs. function, composition Assessment method Portfolio, class critique	Area of study 3D Art & Design Key concepts Architectural theory revisit, People / Problem centred design, 3D techniques, advanced CAD skills Assessment method Presentation	Area of study GCSE Unit 1a: Centre-Directed Portfolio Project Key concepts (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, Refinement of concepts, prototyping techniques, writing skills – annotation, critique, intention, evaluation Assessment method Practical review against Assessment Objectives, specification criteria and supplied starting points	
Y 11	Area of study Now across 2 terms GCSE Unit 1b: Self -Directed Portfolio Project (continues across year) Key concepts (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, Refinement of concepts, prototyping techniques, writing skills – annotation, critique, intention, evaluation Assessment method Practical review against Assessment Objectives			Now cancelled Area of study GCSE Unit 2: AQA – Directed Set Task Project (Exam) Key concepts (In line with Assessment Objectives AO1 – AO4), Response to brief, Primary / secondary research methods, cultural / historical / S.E.M.I. analysis, specialisms based techniques (Fine Art, Graphics, Textiles, Photography, 3D / Architecture), Ideation, Refinement of concepts, prototyping techniques, writing skills – annotation, critique, intention, evaluation Assessment method Practical review against Assessment Objectives, Mock Exam, Portfolio preparation, mock interview		Portfolio submitted, Internal and Moderation.	

NOTES	AREAS OF STUDY	KEY CONCEPTS	ASSESSMENT METHOD
	FINE ART (FA) A broad exploration of drawing, painting and expression across a variety of materials and techniques, investigating the work of iconic figures across context and history, inspiring, promoting and expressing creative thinking / VISUAL COMMUNICATION (VC) The use of image and typography to convey meaning via marketing, identity, illustration, the captured image and digital manipulation - embedding application of key skills, knowledge and concepts through ICT techniques / 3D ART Exploration of expressive art in form through from sculpture and modelling to Architecture and Art inspired Product design across history, culture and contexts.	The curriculum is underpinned by an understanding of the visual principles, key technical skills, historical and cultural contexts, frequent opportunities are provided to apply and revisit new knowledge and skills across new contexts.	Assessment is varied and dependent on activity and will include presentation, pitch, portfolio piece, class critique, responding to a written brief, quizzes and written assessments. Students are assessed across research, creativity, refinement and response.