Year 7 Rotation	Art & Design - Rotation 1 (9 weeks)	Art & Design - Rotation 2 (9 weeks)	Food & Nutrition - Rotation 3 (9 weeks)	Design Technology - Rotation 4 (9 weeks)
Knowledge	Vear Art 7 theme: Natural World Context and culture: Understand how the elements of art are used for human expression and design throughout history & across world cultures by studying: Drawing with line Making marks & expressive marks Tonal range & shading techniques Observational drawing from still-life Colour, the colour wheel, colour mixing & optical blending Colour theory & colour symbolism Drawing the human face Creating expressionist portraits The use of pattern, including traditional Islamic and Indian patterns and zentangles The artist Yayoi Kusama's patterns inspired by nature Careers: Understand the 'real world' applications of Art & Design in the Creative Industries - careers focus on Illustrators	Vear Art 7 theme: Natural World Context and culture: Understand how Artists, Designers and Architects respond to the natural world around them and are inspired by natural forms, including issues such as ecological design & sustainability by studying traditional and contemporary: Architects: Antoni Gaudi, Hundertwasser Jean Gang Thomas Heatherwick Artists: Ernst Haeckle Peter Randall Yayoi Kusama Raku Inoue Louise Bourgoise Careers: Understand the 'real world' applications of Art & Design in the Creative Industries, with a careers focus on Architecture	 Technical and nutrition knowledge: Understand how we can make better food choices and promote better health by studying; the origins of fruit and vegetables, seasonal fruit and veg, to understand the '5 a day' system, the 4 dietary goals, the 8 tips for healthy eating and the 'Eat well guide' to be able to discuss food from different cultures and religions Food-poisoning bacteria and how it's transported in the kitchen, importance of washing hands correctly. How sugar originates, how it is processed, the advantages and disadvantages of consuming it. Development the skills needed to Evaluate and analyse recipes made in lessons. Analyse the nutrition within the recipes made, students will analyse their making skills, peer and self-assessment and gathering families' opinions, using subject specific language Food waste and climate change. Careers: Understand the 'real world' applications of Food studies, with a careers focus on chefs and food inspectors. 	Technical skills and knowledge: Understand how Designers respond to the natural world around them, including issues such as ecological design & sustainability, students will do this by studying: • How to research and gain ideas • Analyse research findings and use this information to create designs • Create initial design ideas • Develop initial designs to create a final design • Create planning to make the final design • Learn the Health and Safety rules of the design technology room and its tools and equipment • Learn about a wide range of materials used in DT, plastics, woods, metals and cards, what they are made from, how they are processed, advantages and disadvantages of using them • Recycling and climate change • 2 D design Careers: Understand the 'real world' applications of Design Technology studies, with a careers focus on carpenters and designers.
Skills	Introduction to the Formal Elements of art and design: Line, Tone, Colour, Pattern, Texture, Shape, Form, Space. Learn how to manipulate the formal elements through the practice and application of: Observational drawing Shading Colour mixing/blending/shades/tints/tones Collage Painting 3D/clay manipulation Designing & applying pattern Research the history of art and design Develop visual literacy and analytical skills	Extended project: Use clay to make a 3D architectural sculpture inspired by nature. Learn how to develop ideas for a 3D to design & make a 3D sculpture inspired by the natural world Research how Artists are inspired by nature and make presentations on the Architects Antoni Gaudi and Hundertwasser Make a mosaic design based on an animal Design and build a final 3D design in clay Apply colour and pattern	 Making skills: To become proficient in food preparation, considering food poisoning and heslth and safety rules at all times Development of using knives, using knives and chopping boards correctly and safely, Making 5 recipes, cooking independently whist keeping H&S rules and food safety rules. Working independently alone/ in pairs and in teams, to cook and test recipes made. Good understanding of health and safety rules Understanding the principles of healthy eating Ability to choose and use cooking tools and equipment correctly. To make 5 recipes. 	 Making skills: To become proficient in using tools and equipment correctly, keeping health and safety rules at all times To watch demonstrations teaching students how to use tools and equipment correctly and safely To develop technical skills in being able to use a range of different materials and making processes; sawing, chiselling, sanding, cutting, soldering, bending, drilling etc. To develop a reflective practice, analysing students own practical skills and that of their peers.
Outcomes	 A4 sketchbook Drawn & painted outcomes An expressive self portrait Presentations about Artist research 3D ceramic sculpture based on nature and architecture 		A4 exercise book, which includes, final designs, planning, H&S worksheets, peer and self-assessment, teacher feedback	 A4 exercise book, which includes; research, initial designs, final designs, planning, H&S worksheets, peer and self-assessment, teacher feedback A hand held game.
Independent Learning Link	 https://www.tate.org.uk/kids https://creativejourneyuk.com/ (scroll down to Paul Jackson Illustrator film) https://www.bbc.co.uk/bitesize/subjects/z76sr82 	 https://nationalcareers.service.gov.uk/job-profiles/architect https://www.funkidslive.com/learn/building-london/ https://www.architecture.com/education 	https://lovefoodhatewaste.com https://www.youtube.com/watch?v=jCKt02NGjfM	https://www.dyson.co.uk/air-treatment? https:/Hornby. Com

Year 8 Rotation	Art & Design - Rotation 1 (9 weeks)	Art & Design - Rotation 2 (9 weeks)	Food & Nutrition - Rotation 3 (9 weeks)	Design Technology - Rotation 4 (9 weeks)
Knowledge	Context and culture: Identify how the visual arts have shaped modern Western culture by studying the Art and Design of the 20 th and 21 st centuries Modernist Art – Cubism Pablo Picasso Georges Braque Guernica 1937 – historical context Collage Pop Art and the Pop Artists Micheal Craig Martin Keith Herring – Street Art/Hip-hop/'80s NY Jean Michal Basquiat Marlene Dumas Careers: Understand the 'real world' applications of Art & Design in the Creative Industries - careers focus Graphic Design (publishing, media, advertising, marketing applications)	Year 8 Art theme: Everyday objects as art Context & culture: Further understand the formal elements of art by studying how Artists and Designers create abstraction or graphic symbolism in their work in different cultures Cubism Baya Mahieddine Pablo Picasso's guitar Nedebele community Nedebele house painting Nedebele Artist, Esther Mahlangu Graphic designers; Paula Scher, Alan Fletcher Careers: Understand the 'real world' applications of Art & Design in the Creative Industries, with a careers focus Graphic Design (medical/botanical, political, fine art, street art applications)	 Technical and nutrition knowledge: Understand how we can make better food choices and promote better health by studying; Hazards in the kitchen and how to correct them The origins and processing of fats and salt and the advantages and disadvantages of consuming them. To understand '5 a day', 4 dietary goals and the 'Eat well guide' Food-poisoning bacteria and how it's transported in the kitchen, importance of washing hands correctly. Development the skills needed to test, evaluate and analyse recipes made in lessons. Analyse the nutrition within the recipes made, students will analyse their making skills, peer and self-assessment and gathering families' opinions, using subject specific language. Lowering amounts of fats and salt in recipes before making them. Pastry making. A practice at completing a controlled assessment. Careers: Understand the 'real world' applications of Food studies, with a careers focus on bakers and food factory workers. 	Technical skills and knowledge: Understand how the manufacturing industry responds to the natural world around us, including issues such as ecological design & sustainability, recycling Research the natural world to gain ideas Analyse research findings and use this information to create designs Create initial design ideas Develop initial designs to create a final design Create planning to make the final design Learn the Health and Safety rules of the design technology room and its tools and equipment Learn about a wide range of materials used in DT, plastics, woods, metals and cards, what they are made from, how they are processed, advantages and disadvantages of using them Recycling and climate change 2 D design and laser cutting Careers: Understand the 'real world' applications of Design Technology studies, with a careers focus on Computer aided software designers and industrial laser cutter operatives.
Skills	Review the Formal Elements: Line, Tone, Colour, Pattern, Texture, Shape, Form, Space. Understand how contemporary visual culture and media are rooted in the Modernist Art movements of the early 20 th century. • Research the work of the Cubist artists • Explore the relationship between abstract v figurative art • Research and analyse Picasso's paintings 'Guernica' and the 1937 war crime which inspired it, also look at 'Weeping Woman' • Make observational drawings of a still life of everyday objects and create a Cubist style collage • Research the influence of the 1960s Pop Art movement and make links with modern graphics • Design products inspired by Pop Art	Extended project 1: Make a 3D relief sculpture of a cubist style guitar, using cardboard, textures and collage. Understand the 'real world' applications of Art & Design in the Creative Industries (Graphic Design). Review the principals of Cubism and the 'fragmented' image seen from multiple angles Traw a guitar or violin from observation Deconstruct the image to create a Cubist style design for a 3D relief sculpture, draw the component parts Cut and assemble the 3D relief sculpture Collage with different papers, textures and mixed media Project 2: Study the graphic Art of the Nedebele community in Africa, analyse their meanings Apply graphic designs to everyday objects and products	 Making skills: To become proficient in food preparation, considering food poisoning and health and safety at all times. Practice cooking processes; Baking and boiling, Pastry making, kneading and rolling. Making 5 recipes, cooking independently whist keeping H&S rules and food safety rules. Working independently alone/ in pairs and in teams, to cook and test recipes made. 5 recipes made, tested and evaluated. Good understanding of health and safety rules Understanding the principles of healthy eating Ability to make, test and evaluate a range of products made. 	 Making skills: To become proficient in using tools and equipment correctly, keeping health and safety rules at all times To watch demonstrations teaching students how to use tools and equipment correctly and safely To develop technical skills in being able to use a range of different types of wood and joints, practice sawing, chiselling, sanding, cutting, soldering, bending, drilling, 2D design, laser printer, laser cutting. To develop a reflective practice, analysing students own practical skills and that of their peers.
Outcomes	 A4 sketchbook Drawn & painted outcomes Presentations about Artist research 3D relief sculpture of a guitar 2D/3D piece inspired by Nedebele art 		A4 exercise book, which includes, final designs, planning, H&S worksheets, peer and self-assessment, teacher feedback	 A4 exercise book, which includes; research, initial designs, final designs, planning, H&S worksheets, peer and self-assessment, teacher feedback A wooden storage box/ keepsakes box/ jewellery box.
Independent Learning	 https://www.tate.org.uk/kids https://creativejourneyuk.com/ (scroll down to 	https://www.dba.org.uk/careers/graphic- designer/	Gordon Ramsay - How to make shortcrust pastry - YouTube	Hardwoods and Softwoods GCSE DT - YouTube Types of wood and Manufactured Boards 001 - YouTube

Year 9 Rotation	Art & Design - Rotation 1 (9 weeks)	Art & Design - Rotation 2 (9 weeks)	Food & Nutrition - Rotation 3 (9 weeks)	Design Technology - Rotation 4 (9 weeks)
Knowledge	Context and culture: Understand the human need to express identity & self-portraiture. Explore contemporary expressions of visual identity and consider issues such as social media and global events The roots of Surrealism in the aftermath of WW1 Identify links to Sigmund Freud's work on dreams, the unconscious mind and Psychoanalysis Surrealist Artists; Dali, Magritte, Man Ray Historical context: WW1, trauma, anti-war art Contemporary Surrealist artists: Euginia Loli, Sarah Esenlohr, Rocio Montoya Cyanotype photography Process, Robert Langham Surrealist photography, Man Ray Careers: Understand the 'real world' applications of Art & Design in the Creative Industries - careers focus on Graphic Design (Photographic and Film)	Context and culture: Understand the formal elements by studying representations of identity in Non-Western Cultures as seen in their traditional or contemporary masks Research how different Cultures use masks to reflect, change or hide identities Masks in different Cultures: African (traditional & modern) Mexican Day of the Dead Street Art and stencil Artists: Banksy, Eduardo Kobra, JR Kenya Photoshop: Digital media, manipulation, editing Analyse issues around the digital manipulation of photographs in the media. Careers: Understand the 'real world' applications of Art & Design in the Creative Industries, with a careers focus on Photography	 Technical and nutrition knowledge: Understand how we can make better food choices and promote better health by studying; The origins and processing of ingredients used to make bread, pasta, pastry and white sauces. How to implement the guidelines gained from the '5 a day' system, the 4 dietary goals and the 'Eat well guide' into the recipes chosen for the students to make. Considering different diets, allergies, diabetes, gluten intolerance, religious diets etc. Implement Food safety rules into the planning of cooking lessons. Understand how to set up tests to test recipes made, evaluate and analyse recipes made in lessons. Analyse the nutrition within the recipes made. Analysing making skills, peer and self-assessment and gathering families' opinions Careers: Understand the 'real world' applications of Food studies, with a careers focus: Food technologists and product developers. 	Technical skills and knowledge: Understand how Graphic Designers and manufacturers respond to the natural world around them, including issues such as ecological design & sustainability, students will do this by studying: Researching of pewter materials and tools How graphic designers create logos How products are mass produced in factory settings Create initial, developed and final designs Learn the Health and Safety rules of the design technology room and its tools and equipment Learn about a wide range of materials used in DT, pewter, forging, soldering, woods, metals and cards, what they are made from, how they are processed, advantages/disadvantages Recycling and climate change Careers: Understand the 'real world' applications of Design Technology studies, with a careers focus on graphic designers and mass production factory workers.
Skills	Review Formal Elements + principals of design: Line, Tone, Colour, Pattern, Texture, Shape, Form, Space + balance, proportion, rhythm, emphasis and unity Understand the role of Art in responding to major historical events (Surrealism- WW1) and how Artists reflect human identity. Begin Extended Project about Identity: Portrait Line drawing response to Frank Auberach and Vince Low Research and analysis Create a Surreal Collage inspired by Euginia Loli, made from photographs and magazines Make 'exquisite corpse' character Explore the photographic process of cyanotype Use acrylic painting techniques to create a surrealist painting developed from the collage Respond to deconstructed text artists A3 Mini-portfolio of work on the theme of 'Identity' Range of 2D outcomes	 Identity project continued from rotation 1: Explore concepts of personal identity and hidden identity through self-image and mask making Create an A3 portfolio of work about 'Identity' Draw stencil designs for a spray paint African mask Response, focusing on shape and pattern Explore Stencil Street Artists and cut own spray paint stencils Digital image manipulation, Photoshop portraits Ink mark-making techniques to create a background for spray painting Spray paint techniques Add 3D elements to the spray paint mask outcome Extension: Mexican Day of the dead mask design 	 Making skills: To become proficient in food preparation, considering food poisoning at all times Develop beating, whisking, kneading, shaping boiling, baking, proving, assembling skills by making, fresh pasta, puff pastry, bread and cheese sauce. Working independently alone/ in pairs and in teams, to cook and test recipes made. 5 recipes made and tested Using Explore food to calculate nutrition within the recipes students make. Good understanding of health and safety rules Understanding the principles of healthy eating Ability to choose and use cooking tools and equipment correctly. Have made pasta, bread, sauces and pastry. A4 exercise book, which includes, final designs, planning, H&S worksheets, peer and self- 	 Making skills: To become proficient in using tools and equipment correctly, keeping health and safety rules at all times To watch demonstrations teaching students how to use tools and equipment correctly and safely To develop technical skills in being able to use a range of different materials, soldering, casting pewter, sawing, chiselling, sanding, cutting. Creating a logo design, using 2D design. To develop a reflective practice, analysing students own practical skills and that of their peers. A4 exercise book, which includes; research, initial designs, final designs, planning, H&S worksheets, peer
Outcomes	 Stencil Mask designs Presentations about Artist research 2D/3D Outcome inspired by African masks 		assessment, teacher feedback	 and self-assessment, teacher feedback A pewter casted keyring or jewellery and a wooden gift box containing an acrylic lid with a logo laser cut into it.
Independent Learning Link	 https://www.tate.org.uk/kids https://creativejourneyuk.com/ (scroll down to careers films) 	 https://www.the-aop.org/information/the-industry/job-specifications/photographer-spec https://thephotographersgallery.org.uk/ 	How to Make Puff Pastry Tesco Food - YouTube GORDON RAMSAY How to make a classic white sauce with cheese YouTube - YouTube	Metal Casting with Pewter - YouTube How to Design a Logo - From Start to Finish YouTube