Year 10 Art, Craft & Design	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Theme		Theme: <b>'Structure'</b> –	Individual sub-themes within the main theme of 'Structure' – Students choose from <b>Anatomy, Architecture or Natural Forms</b>			
Knowledge	<ul> <li>Foundation art skills</li> <li>Course introduction, structure and expectations.</li> <li>The GCSE assessment objectives</li> <li>Review and deeper study of the formal elements of art - Line, Tone, Colour, Pattern, Texture, Shape, Form, Space</li> <li>Analyse how artists use the formal elements in their work.</li> <li>Observational drawing techniques</li> <li>Colour theory and meaning</li> <li>Primary and secondary image sourcing.</li> </ul>	<ul> <li>Photography</li> <li>Understand that light and shadow creates 3D form in images – 'chiarascuro'</li> <li>Control DSLR camera settings and take photos to draw from</li> <li>Research and analyse the work of photographers:</li></ul>	<ul> <li>Review and deeper study of:         The principals of design -         balance, proportion, rhythm,         emphasis and unity</li> <li>Understand how artists find         inspiration in natural structures         for their 3D sculptures</li> <li>Research and analyse the work         of ceramicists: Pater Randall,         Jennifer McCurdy, Yayoi         Katsama and Steve Royston-         Brown</li> <li>Study natural textures and apply         to own design ideas</li> <li>Understand the possibilities &amp;         limitations of clay</li> <li>Explore clay techniques and         processes: drying times, slips,         slabs, coils, carving, stamping         and imprinting</li> <li>Gather primary resources         images of a natural structure         to inspire own sculpture         designs</li> </ul>	<ul> <li>Know how to develop a range of design ideas based on a selected structure, e.g. sea shells, flowers, fossils, microbes, trees etc.</li> <li>Refine designs for a 3D tile or pot based on the natural structure, by drawing several iterations</li> <li>Understand how to convey abstract elements of the natural structure, rather than creating a precise copy</li> <li>Review clay skills and construct the final design</li> <li>Apply texture, colour, shading glaze and metallic highlights</li> </ul>	<ul> <li>Photography, photomontage and collage</li> <li>Understand how meaning can be distorted when images are taken from their original contexts, by analysing the work of artist Roccio Montoya</li> <li>Photomontage techniques - how to manipulate scale and juxtaposition</li> <li>H &amp; S – handling craft knives</li> <li>Set up a studio photo-shoot and take portraits lit with high key and low key lighting</li> <li>Direct the subject's body language to convey meaning</li> <li>Select found images and cut and paste into the portraits in order to create a a range of expressive artworks</li> <li>Further develop ideas by adding mixed media</li> </ul>	<ul> <li>Personal sub-themes and mono printing</li> <li>Select a personal sub-theme and identify your area of interest by writing a statement of intent</li> <li>Visual mindmap</li> <li>Find an artist that links to sub-theme, the research and analyse their work in detail</li> <li>Source primary reference photos, e.g. skeletons, organs, anatomical/biology illustrations, buildings, shells, seed pods etc.</li> <li>Explore the images by making a range of mono prints</li> <li>Develop the mono prints by applying cutting, collage, ink, paint, tea staining, stitching etc.</li> <li>Identify relatable links with your sub-theme and the artist you have chosen</li> </ul>
Skills	<ul> <li>Observational drawing from still-life</li> <li>Shading techniques and tonal range</li> <li>Colour mixing</li> <li>Pattern</li> <li>Texture</li> <li>Image research techniques</li> <li>Sketchbook layout</li> <li>Annotation techniques</li> </ul>	<ul> <li>Black and white digital photography</li> <li>Lighting photographs and creating 'chiarascuro'</li> <li>Printing contact sheets</li> <li>Observational drawing from photographs</li> <li>Artist research and analysis</li> </ul>	<ul> <li>3D design</li> <li>Handling clay and making a pinch pot</li> <li>Ceramics processes</li> <li>Developing a design idea</li> <li>Finding inspiration</li> <li>Analysing the work of artists in order to inform own design</li> </ul>	<ul> <li>Developing a design</li> <li>Refining a design</li> <li>Evaluating own work</li> <li>Recording process and progress</li> <li>Applying paint and finishes</li> </ul>	<ul> <li>Studio lighting – high /low key</li> <li>Studio portrait photography</li> <li>Photomontage</li> <li>Image sourcing</li> <li>Cutting and manipulating materials</li> <li>Composition</li> <li>Balance</li> <li>Refinement of ideas</li> </ul>	<ul> <li>Independent choice</li> <li>Identify personal intentions</li> <li>Image sourcing</li> <li>Mono printing</li> <li>Making artist links</li> <li>Development/refinement</li> <li>Collage</li> <li>Embroidery</li> <li>Ink/water colour</li> <li>Cutting</li> </ul>
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Year 11 Art, Craft & Design	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6		
Theme		the main theme of 'Structure' –  y, Architecture or Natural Forms	Exam theme	Exam theme – this is a theme released by the Exam Board at the start of the exam unit in January				
Knowledge	<ul> <li>Development of personal subthemes</li> <li>Students explore their subthemes further and are encouraged to take a very individualised approach to their work</li> <li>Development of own ideas based on Artist research and analysis</li> <li>Creating outcomes in a range of art and photography media</li> </ul>		<ul> <li>Exam Unit</li> <li>Exam paper released</li> <li>Using the skills refined throughout the course, Students generate individual ideas for the exam theme</li> <li>Bespoke workshops and individualised support according to the exam theme</li> </ul>	<ul> <li>Exam Unit</li> <li>Using the skills refined throughout the course, Students generate individual ideas for the exam theme</li> <li>Bespoke workshops and individualised support according to the exam theme</li> </ul>	<ul> <li>Exam Unit</li> <li>Using the skills refined throughout the course, Students generate individual ideas for the exam theme</li> <li>Exam – a 10 hour period of sustained focus in controlled assessment conditions</li> <li>Final submission of the Exam unit and final piece</li> </ul>	Exhibition and moderation of work		
Skills	<ul> <li>Development of own ideas in response to a theme and the stimulus of artists, designers and personal contexts</li> <li>Practical skills – drawing, painting, 3D, printing, photography etc.</li> </ul>	<ul> <li>Identifying a personally resonant and meaningful final outcome</li> <li>Practical skills – drawing, painting, 3D, printing, photography etc.</li> <li>Plan a large scale final artwork</li> <li>Evaluation and analysis of own work</li> </ul>	<ul> <li>Independent application of art skills</li> <li>New practical art skills and processes depending on the exam theme</li> </ul>	<ul> <li>Independent application of art skills</li> <li>New practical art skills and processes depending on the exam theme</li> </ul>	<ul> <li>Independent application of art skills</li> <li>Evaluation and analysis of own work</li> </ul>			
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