

Art, Design & Technology



KEMNAL HEARTS



KEMNAL MINDS

[Curriculum Overview](#)

[Curriculum Enriching Opportunities](#)

[Links To The National Curriculum](#)

Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	Basic Skills Drawing Painting Oil pastels		Colour Theory Complimentary and harmonious colours Warm and cold colours Looking at the work of other artists		Portrait Project Proportions of the face Applying painting and colour technique	
Year 8	Cubism Project Pablo Picasso Oil Pastels / collage		Bugs Project Practical making Antoni Gaudi		Surrealism Project Salvador Dali Abstraction, Painting, Copying techniques	
Year 9	Pop Art Project Andy Warhol Print / Painting		Scale Model Project Claes Oldenburg Modelling, scaling up, practical making.		Photography Project Capturing Movement Basic editing skills, layering and digital manipulation.	
Year 10	Unit 1 Coursework My Environment Project Formal Elements/ Composition Theory		Unit 1 Coursework Movement Project Shutter speed/ Aperture/ISO		Unit 1 Coursework Identity Project Abstraction/ digital manipulation	

Art, Design & Technology



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Year 11	Unit 1 Sketchbook presentation Idea Development Critical thinking/ Final outcome realisation	Unit 2 Externally set Assessment Idea generation Evaluation, refining and redeveloping	Unit 2 Externally set Assessment Critical thinking/ Final outcome realisation Sketchbook Presentation

Art, Design & Technology



Curriculum Enriching Opportunities

Curriculum Enriching Opportunities					
	Year 7	Year 8	Year 9	Year 10	Year 11
Suggested Reading	Art Matters 11-14 Student Book: (Art Matters)	Step-by-step Drawing Book - Step-by-Step Drawing	The Power of Advertising : How adverts have you hooked (Illustrated edition)	The Beginner's Photography Guide: The Ultimate Step-by-Step Manual for Getting the Most from your Digital Camera	Teaching Digital Video Production at GCSE: (Teaching Media at GCSE 2008 ed.)
Cultural Capital Experiences	The Tate? Tate Modern, Portrait and National Gallery.	The Tate? Tate Modern, Portrait and National Gallery.	The Tate? Tate Modern, Portrait and National Gallery.	Free London Exhibitions that run throughout the year. Youtube is another great resource for tutorials and ideas related to the GCSE	Free London Exhibitions that run throughout the year. Youtube is another great resource for tutorials and ideas related to the GCSE

Art, Design & Technology



Links To The National Curriculum

Design & Technology

When designing and making, pupils should be taught to:

The National Curriculum	KTC reference to the National Curriculum
Design	Throughout KS3
use research and exploration, such as the study of different cultures, to identify and understand user needs	All KS3- Design projects will require students to consider user needs and will be with a specific user/culture in mind.
identify and solve their own design problems and understand how to reformulate problems given to them	All KS3- Designing will require students to solve problems to meet a brief/specification using iterate design throughout.
develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations	All years will require students to follow/refer to a specification - Year 9 will focus on producing their

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	own using informed research to help.
use a variety of approaches [for example, biomimicry and user-centred design] to generate creative ideas and avoid stereotypical responses	Biomimicry will be combined in to batik textiles based project - User centered design will also be used within project to help form ideas.
develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations	All KS3- Designs will be produced using different media and drawing techniques as well as oral presentations - (STEM projects and upcycling project)

The National Curriculum	KTC reference to the National Curriculum
Make	All KS3
select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture	All practical work throughout KS3 will use a selection of hand tools, machines as well as CAD/CAM.

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select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties

All practical work throughout KS3 will focus on Wood, plastic and metal processes.

The National Curriculum	KTC reference to the National Curriculum
Evaluate	
analyse the work of past and present professionals and others to develop and broaden their understanding	Product analysis of relevant products being made will be carried out as well as specific research into designs/designers that are relevant to the project.
investigate new and emerging technologies	STEAM projects as well as whatever is relevant to the materials being covered in the project being completed at the time.

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test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups	All ks3 - All projects will have an element of evaluation/development considering both peer and self assessment.
understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists	All projects will include an element of this depending on the materials being used- Main focus upcycling project.

The National Curriculum	KTC reference to the National Curriculum
Technical knowledge	
understand and use the properties of materials and the performance of structural elements to achieve functioning solutions	STEAM - rollercoaster design
understand how more advanced mechanical systems used in their products enable changes in movement and force	Year 8 CAM/mechanical toy project as well as STEAM projects.

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understand how more advanced electrical and electronic systems can be powered and used in their products [for example, circuits with heat, light, sound and movement as inputs and outputs]	Year 9 main project will include electronics- Light
apply computing and use electronics to embed intelligence in products that respond to inputs [for example, sensors] and control outputs [for example, actuators] using programmable components [for example, microcontrollers]	STEAM rocket car challenge

Art & Design

Pupils should be taught:

The National Curriculum	KTC reference to the National Curriculum
to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas	ALL
to use a range of techniques and media, including painting	ALL
to increase their proficiency in the handling of different materials	ALL
to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work	ALL

Art, Design & Technology



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about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.



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Projects will have research themes based on relevant design styles/movements or architecture.