The VII 2D Design ourried		Year 11 – GCSE 3D Design						
The Y11 3D Design curriculum aims and encourages students to actively engage in the creative process of art, craft and design in order to develop as effective and independent learners, and as critical and reflective thinkers. Students gain a wider understanding of art, craft and design in historical and contemporary contexts, societies and cultures. Students will explore the processes of sculpture, jewellery and body adornment and product design. The curriculum is designed and sequenced to enable students to become confident in taking risks and learn from experience when exploring and experimenting w ideas, processes, media, materials and techniques. It develops creativity, historical knowledge, critical understanding through investigative, analytical, experimental practical, technical and expressive skills, which builds from Y7-Y11 (in art and technology).								
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
Students will continue to work on the project that they started in HT5 of Y10 and will be experimenting with different mediums and processes that investigate their chosen theme. Students will have flexibility with the media used dependent upon their designer/artist selected. A range of media and processes are to be used to develop ideas. Sculpture, Jewellery/Body Adornment and Product Design can be explored by the students for their outcome. Students will produce artists studies and take primary photographs linking to and inspired by	Students to work towards planning a final outcome for their chosen theme. Students will have flexibility with the media used dependent upon their designer/artist selected. A range of media and processes are to be used to develop ideas. Sculpture, Jewellery/Body Adornment and Product Design can be explored by the students for their outcome. Students will continue with their project and continue to complete work at home, but it must be brought in each lesson for guidance and areas for review and improvements to be given.	Students will be given the exam booklet with a selection of questions. Students will research the question titles and select one to base their project around (Component 2) - set by the exam board. A bank of images, including the work of artists will be made available to use as starting points. The preparation period will begin: during this time students will work independently to develop sketchbook work and use a range of 3D designs. Students will have flexibility with the media used dependent upon their designer/artist	Students will continue with their preparation for the exam and it is also to be continued at home but brought in each lesson for staff guidance and areas for review and improvements to be given. Students will prepare two or three final outcome ideas showing clearly their thought processes and include annotations to support their final idea. During the exam, which has an allocation of 10 hours, students will produce a 3D personal response to the question set in this time period. Students will not be able to add or amend this piece outside of the	Students will use the first two weeks of term three to complete any incomplete or missing pieces from their coursework ready for final assessment by staff and for moderation by the exam board. During this term, leading up to the mid-term break, the exam question response will be marked by staff and cross marked by staff from local art departments ready for exam board moderation. For the rest of the term art lessons will become revision lessons. Students will need to arrive with revision resources.	NA			
	The curriculum is designed ideas, processes, media, moractical, technical and expractical, technical and expractical, technical and expression of the project that they started in HT5 of Y10 and will be experimenting with different mediums and processes that investigate their chosen theme. Students will have flexibility with the media used dependent upon their designer/artist selected. A range of media and processes are to be used to develop ideas. Sculpture, Jewellery/Body Adornment and Product Design can be explored by the students for their outcome. Students will produce artists studies and take primary photographs	The curriculum is designed and sequenced to enable s ideas, processes, media, materials and techniques. It d practical, technical and expressive skills, which builds from the project that they started in HT5 of Y10 and will be experimenting with different mediums and processes that investigate their chosen theme. Students will have flexibility with the media used dependent upon their designer/artist selected. A range of media and processes are to be used to develop ideas. Sculpture, Jewellery/Body Adornment and Product Design can be explored by the students for their outcome. Students will produce artists studies and take primary photographs linking to and inspired by	societies and cultures. Students will explore the processes of sculpture, jewellery and The curriculum is designed and sequenced to enable students to become confider ideas, processes, media, materials and techniques. It develops creativity, historical practical, technical and expressive skills, which builds from Y7-Y11 (in art and techn Y7-Y11 (in art and Y7-Y11 (in	societies and cultures. Students will explore the processes of sculpture, jewellery and body adornment and processes, media, materials and techniques. It develops creativity, historical knowledge, critical understapractical, technical and expressive skills, which builds from Y7-Y11 (in art and technology). Autumn 1	The curriculum is designed and sequenced to enable students to become confident in taking risks and learn from experience when explain ideas, processes, media, materials and techniques. It develops creativity, historical knowledge, critical understanding through investigative, practical, technical and expressive skills, which builds from YY-YII (in and and technology). Autumn 1 Students will continue to work on the project that they started in HT5 of YIO and will be experimenting with different mediums and processes that of investigate their chosen theme. Students will have flexibility with the media used dependent upon their designer/artist selected. A range of media and processes are to be used to develop ideas. Sculpture, Jewellery/Body Adormment and Product Design can be explored by the students for their outcome. Students will produce also processes are to be used to develop ideas. Sculpture, Jewellery/Body Adormment and Product Design can be explored by the students for their outcome. Students will produce also provements to be given. Students will produce the final discontinue to complete work of home, but it must be brought in each lesson for guidance and areas for review and arrises will work and use a range of sold esigns. Students will be made available to use as starting points. Students will produce the final discontinue to complete work of home, but it must be brought in each lesson for guidance and areas for review and arrises will be given. Students will produce also processes are to be used to develop ideas. Sculpture, Jewellery/Body Adormment and Product Design can be explored by the students for their outcome. Students will produce also proves and to the project and continue to complete work of home, but it must be brought in each lesson for guidance and areas for review and arrises will work and use arrange of sold esigns. Students will produce also presonal review with their project and continue to complete work of home but the final discontinue to complete work of home, but it m			

	Students will continue with their project and continue to complete work at home, but it must be brought in each lesson for guidance and areas for review and improvements to be given.	ideas showing clearly their thought processes and include annotations to support their final idea. From these outcomes' students must select the most successful idea and prepare for their 5-hour mock exam and then complete an evaluation of their outcome. During the mock exam, which has an allocation of 5 hours, students will produce a final outcome, and this will conclude their chosen theme. The response will be in the form 3D technique of their choice. This concludes Component 1 of coursework. Students will continue with their project and continue to complete work at home, but it must be brought in each lesson for guidance and areas for review and improvements to be aiven.	to be used to develop ideas. Sculpture, Jewellery/Body Adornment and Product Design can be explored by the students. Students will continue with their project and continue to complete work at home, but it must be brought in each lesson for guidance and areas for review and improvements to be given.	The 10 hours will take place over two consecutive days late April/early May. Students will be well prepared and equipped for this as they will follow the same structure they have completed all their other projects.		
Skills	Students will develop the skills of: Mind-map Mood-board Artist Research	improvements to be given. Students will develop the skills of: Observational drawing Photography	Students will develop the skills of: Research Media experiments	Students will develop the skills of: • Exam practice	Students will develop the skills of: • Exam practice • Revision	NA

	 Photography Drawing Modelling Sculpting Sculpting Sculpting Drawing Modelling Modelling Acrylic Modelling Modelling Modelling Pewter Casting Annotation Recording in Sketchbook Pewter Casting Annotation Recording in Sketchbook 	 Creating a final personal response Working to a set time limit Modelling Sculpting 2D Design (CAD) Acrylic Modelling Pewter Casting Annotation Recording in Sketchbook 		
Assessments	 On-going progress is recorded based on sketchbook work and other supportive drawings, designs and models. Students have four lessons of art a fortnight. They are formally assessed according to the exam board assessment objectives: 'Developing Ideas', 'Using resources media and materials', 'Recording Ideas and observations' and 'Making a personal Response'. Formative assessment is given in every lesson. All Schemes will be delivered following the GCSE structure including all four assessment objectives. Students will be given a Mastery Recall quiz each HT and will be tested o questions from their Masters of Knowledge Books. 	 Students will be assessed on: The externally set task (this is worth 40% of the marks for the course, component two). The 10-hour (over two days) exam will be completed end of April or beginning of May. All Coursework/portfolio/sketchbooks (component 1) are marked throughout the course and finally holistically at moderation (60% allocation). Exam project (component 2) is marked by Art Staff and presented for moderation by the exam board (40% allocation). Students will be given a Mastery Recall quiz each HT and will be tested on questions from their Masters of Knowledge Books. This will take place up until their 10 hour exam. 		

• Students will also be assessed with class feedback shared using the

the AO objectives described above.

Mastery Application Feedback sheets which will give class feedback on

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Mastery Application Feedback sheets which will give class feedback on the AO objectives described above.

Curiosity

- Students could visit an art gallery to experience real life artwork; observing and connecting with the designer/artists' messages and thoughts.
- Students can attend afterschool sessions to get extra support from their teachers with their sketchbook.

Students could visit the following websites:

- https://www.tate.org.uk/art Tate website where you can find artist information, interviews, a glossary and advice
- https://www.art2day.co.uk/ A great resource for finding contemporary artists
- https://www.thisiscolossal.com/ A website where students can find articles on current art to help with research
- https://www.studentartguide.com/ GCSE student guide

Extra-Curricular events:

- Visit to ASFC arts department
- Visiting artist in residence

Students could visit the following website:

- https://www.aqa.org.uk/subjects/art-and-design/gcse/art-and-design-8201-8206 AQA course information
- https://www.studentartguide.com/ High quality examples of GCSE art work.