CURRICULUM MAP: ART

Curriculum Intent:

The Visual Arts curriculum is **ambitious** and equips students with a **broad and balanced** command of the essential **subject knowledge** required to achieve highly within art and design. We aim to create **life-long memories** and a passion for all things creative. Our students are taught explicit **subject knowledge** and **evaluative** skill sets, to **challenge** and ensure personalised **progression**. Our aim is to promote the students' spiritual, moral, social and cultural (SMSC) development and suitably preparing students for life, within a multi -cultural world.

We are a positive environment and aimed at ensuring our students, become confident individuals, and appreciate their own worth and that of others, through a **knowledge rich evaluative** visual arts specialism. We strongly believe that for many we are the entry point to a **lifelong** appreciation or career in the growing visual arts sector and take every opportunity to promote, **challenge** and **progression** to further education within local, national and international context. We are developing **ambitious** links to our local universities and work closely with our local art community on a regular basis.

We promote ambitious meta-cognitive thinking skills and oracy, within the subject.

Our **ambitious** curriculum model is a spirally sequenced, **subject knowledge** rich, broad and coherent practical pathway, which leads students to success. The choice of subject matter within the **broad and balanced** KS3 programme is based on the range of popular and **challenging** topics, with a proven success at teaching the core **subject knowledge**. All our projects build on prior understanding whilst adding **challenging**, **evaluation**, **progression** and new content year on year.

Furthermore, we aim to use regular **evaluative** assessment for and of our student work, to ensure that are our students are **challenged** and understand the key concepts within a **progress** based visual arts education.

Art is contagious pass it on

Albert Einstein

Year 7

Overview:

During the YEAR 7 CURRICULUM students will look specifically at the golden threads within ART -

- Develop
- Experiment
- Record
- Present (Final Outcomes)

The subjects covered will be a **BASIC INTRODUCTION** to the knowledge needed to develop across the key stage and beyond. The students will focus on the following aspect of art:

- Observational Drawing:
 - Baseline Tests
- Basic Colour Theory
 - Colour Mixing
- 3D Relief Images
 - Abstract Portraits
- Print Making:
 - o Monochromatic Lino Printing
 - o Print Making:
- 3D Construction
 - Abstract Musical Instruments
 - o 3D Sculpture
- Photography Project
 - Self Portraits
 - Basic Photography (Ipads)
 - 0

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Observational Drawing Baseline Test. During this unit the	Basic Colour Theory Colour Mixing During this unit the	3D Relief Images Abstract Portraits During this unit the	Print Making Monochromatic Lino Printing During this unit the	3D Construction Abstract Musical Instruments During this unit the	Photography Project Self Portraits During this unit the
students will be taught the basics of	students will be taught the basics of	students will be taught the basics of	students will be taught the basics of:	students will be taught the basics of	students will be taught the basics of
 Grid Method Drawing Secondary Source Materials Pencil Tone Mark Making Personal Evaluations 	 Primary Colours Secondary Colours Water Colours Painting Equipment Pablo Picasso Personal Evaluations 	 2D Relief Images Secondary Source Materials 3d Construction Cutting Techniques Personal Evaluations 	 Grid Method Drawing Revisited Secondary Source Materials Lino Tools Lino Printing Personal Evaluations 	 Grid Method Drawing Sculptural form 3D construction Joining techniques Personal Evaluations 	LightingCompositionSet designPersonal Evaluations

CURRICULUM MAP – ADT

Curriculum Intent:

The design technology curriculum is ambitious and equips students with a broad and balanced command of the essential subject knowledge. Our aim is to create life-long memories and a passion for all things STEM. Our students are taught explicit subject knowledge and evaluative skill sets, to challenge and ensure personalised progression.

We are a positive environment and aimed at ensuring our students, become confident individuals, and appreciate their own worth and that of others, through a **knowledge rich** curriculum. We take every opportunity to promote **challenge** and **progression** within the subject giving the students insight into to further education within local, national and international context. We are developing **ambitious** links to promote our STEM program.

We promote meta-cognitive thinking skills and oracy, within the subject. Our **ambitious** STEM focused curriculum model is a spirally sequenced, **subject knowledge** rich, broad and coherent practical pathway, which **challenges** students to succeed. Our projects are **broad and balanced**, build on prior understanding, whilst adding **challenging**, **evaluation**, **progression** and new content year on year.

Furthermore, we aim to use regular **evaluative** assessment for and of our student work, to ensure that are our students are **challenged** and understand the key concepts within a **progress-based** STEM education.

"We Are Changing the World with Technology"

Bill Gates

Year 7

Overview:

During the YEAR 7 CURRICULUM students will look specifically at the golden threads within DESIGN TECHNOLOGY –

- Plan
- Design
- Make
- Evaluate

The subjects covered will be a **BASIC INTRODUCTION** to the knowledge needed to develop across the key stage and beyond. The students will focus on the following aspect of design technology

- Isometric Drawing
 - o Graphic Products
- Basic Engineering
 - o Mechanical Linkage Systems
 - o Engineering Materials
 - o Understanding Practical Engineering
 - o Newtonian Physics & Engineering
- Food Technology
 - o The Good Food Guide
- Forces and Motion:
 - o Engineering Challenges

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
ISOMETRIC Drawing Drawing4design	BASIC ENGINEERING Baseline Test Practical Skills	BASIC ENGINEERING Engineering Materials	BASIC ENGINEERING Practical Engineering	FOOD TECH The Good Food Guide	FORCE & MOTIONS Newtonian Physics & Engineering
Graphic Products	Mechanical Automata	Hydraulic Maze	Hydraulic Arm	Health & Nutrition	Engineering Challenges
During this unit the students will be taught the basics of Isometric Drawing Technical Equipment Rendering Basic Design Principles Communicating ideas Sketching techniques Personal Evaluations	During this unit the students will be taught the basics of • Health & Safety in A Workshop Environment • The Use of Simple Technical Equipment • Basic Function of Cogs & Gears • Mechanical Devices • Rotary Systems • Communicating Ideas • Sketching Techniques • Personal Evaluations	During this unit the students will be taught the basics of • Material properties • Polymers • Materials cost & supply • Mechanical Devices • Types of movement • Changing Magnitude and Direction of Force - Levers • Factors influencing design of solutions	During this unit the students will be taught the basics of: Problem Solving Engineering Drawings & Schematics The function of linkages Selecting & Use of Materials, Parts, Components, Tools & Equipment. Design tests to assess fitness for purpose and performance.	During this unit the students will be taught the basics of The Good Food Guide Nutritional Needs & Health Balanced Diet Personal Evaluations	During this unit the students will be taught the basics of Structures Weight Newtonian laws Personal evaluations