

DUDLEY ACADEMIES TRUST

CURRICULUM INTENT STATEMENT

ART & DESIGN



The aim of the Design curriculum is to create a set of meaningful, sequential and inspiring projects which provide learners with the skills, knowledge and understanding needed to be successful not only at school but in the workplace as well. Every object or product we use has been designed by someone there is a human instinct to create.

Projects are designed to:

1. Inspire learners to have a curiosity, awareness and appreciation of art, design and culture.
2. Help learners to understand themselves, build confidence and resilience.
3. Develop learners' observational skills and to have a greater sense of awareness.
4. Have open ended possibilities and opportunities for learners to creatively explore their own ideas, values and thoughts.
5. Develop learners' visual literacy.
6. Allow learners to think critically and to reflect on the work which they produce.
7. Help learners to understand how art & design is made and how artists/designers work and function.
8. Offer transferable skills which can help support other areas of the curriculum.

It's important for our curriculum to be sequential and not just a series of projects which don't connect, but by this we don't mean teaching the history of Art & Design, but more so the overarching concepts ideas which art & design has dealt with over time. Therefore, in Design, projects focus on a series of Key Concepts which directly link to how art/design functions, its place in culture/society and the role of artists/designers.

During Years 7-9 key concepts are covered within whole class projects. At GCSE, learners have a good understanding of all the key concepts and will begin to explore them in greater detail. GCSE projects will explore several concepts at once and will allow learners to gain a greater understanding of the function of art & design and the role of artists and designers. Throughout the course learners will complete 2 coursework projects and 1 externally set exam project.

Projects are also highly focused on careers and post 16 opportunities. GCSE projects have a strong 'live' element in which learners work briefs in collaboration with local business and colleges. The support and feedback this provides for learners helps them to understand the requirements needed to fully function as an artist or designer in employment.

Subject: Art & Design

Year 7

	SEPTEMBER				OCTOBER				NOVEMBER				DECEMBER				JANUARY				FEBRUARY				MARCH				APRIL				MAY				JUNE				JULY							
Date	31 August 2020	07 September 2020	14 September 2020	21 September 2020	28 September 2020	05 October 2020	12 October 2020	19 October 2020	26 October 2020	02 November 2020	09 November 2020	16 November 2020	23 November 2020	30 November 2020	07 December 2020	14 December 2020	21 December 2020	28 December 2020	04 January 2021	11 January 2021	18 January 2021	25 January 2021	01 February 2021	08 February 2021	15 February 2021	22 February 2021	01 March 2021	08 March 2021	15 March 2021	22 March 2021	29 March 2021	05 April 2021	12 April 2021	19 April 2021	26 April 2021	03 May 2021	10 May 2021	17 May 2021	24 May 2021	31 May 2021	07 June 2021	14 June 2021	21 June 2021	28 June 2021	05 July 2021	12 July 2021	19 July 2021	
Teaching Topic	Formal Elements I Basic skills with line, tone, colour								Formal Elements 2 Basic Skills with Perspective shape/form.								Optical Art Using the formal elements to develop ideas. Artist referencing. Evaluating								Egyptian Art Cultural referencing, Using texture for printing. Evaluating.								Aboriginal Art Cultural referencing, developing ideas using formal elements.								Islamic Art Cultural referencing, developing ideas using formal elements.							

Year 8

	SEPTEMBER				OCTOBER				NOVEMBER				DECEMBER				JANUARY				FEBRUARY				MARCH				APRIL				MAY				JUNE				JULY							
Date	31 August 2020	07 September 2020	14 September 2020	21 September 2020	28 September 2020	05 October 2020	12 October 2020	19 October 2020	26 October 2020	02 November 2020	09 November 2020	16 November 2020	23 November 2020	30 November 2020	07 December 2020	14 December 2020	21 December 2020	28 December 2020	04 January 2021	11 January 2021	18 January 2021	25 January 2021	01 February 2021	08 February 2021	15 February 2021	22 February 2021	01 March 2021	08 March 2021	15 March 2021	22 March 2021	29 March 2021	05 April 2021	12 April 2021	19 April 2021	26 April 2021	03 May 2021	10 May 2021	17 May 2021	24 May 2021	31 May 2021	07 June 2021	14 June 2021	21 June 2021	28 June 2021	05 July 2021	12 July 2021	19 July 2021	
Teaching Topic	Sweets 2D photorealism Primary and secondary Observations/ References/ideas, Evaluating								Sweets 2D photorealism Development and refinement of ideas. Media exploration, Evaluating								Sweets 2D PopArt Development and refinement of ideas. Media exploration, Evaluating								Masks Primary and secondary Observations/ References/ideas, Evaluating								Masks 3D Development and refinement of ideas. Media exploration.								Masks 3D Final 3D idea construction. Media exploration, Evaluating							

Year 9

	SEPTEMBER				OCTOBER				NOVEMBER				DECEMBER				JANUARY				FEBRUARY				MARCH				APRIL				MAY				JUNE				JULY							
Date	31 August 2020	07 September 2020	14 September 2020	21 September 2020	28 September 2020	05 October 2020	12 October 2020	19 October 2020	26 October 2020	02 November 2020	09 November 2020	16 November 2020	23 November 2020	30 November 2020	07 December 2020	14 December 2020	21 December 2020	28 December 2020	04 January 2021	11 January 2021	18 January 2021	25 January 2021	01 February 2021	08 February 2021	15 February 2021	22 February 2021	01 March 2021	08 March 2021	15 March 2021	22 March 2021	29 March 2021	05 April 2021	12 April 2021	19 April 2021	26 April 2021	03 May 2021	10 May 2021	17 May 2021	24 May 2021	31 May 2021	07 June 2021	14 June 2021	21 June 2021	28 June 2021	05 July 2021	12 July 2021	19 July 2021	
Topic	Discover the camera Basic knowledge and skills. Using portraits as stimulus.								Discover the camera Basic knowledge and skills. Using portraits as stimulus.								Portraits Observations / various artist styles and own ideas								Surrealism Exploring style, developing ideas								Fantastic Beasts Researching/Exploring ideas, observations.								Fantastic Beasts Development and refinement of ideas. Media exploration, Evaluating							

Year 10/11 GCSE

	SEPTEMBER				OCTOBER				NOVEMBER				DECEMBER				JANUARY				FEBRUARY				MARCH				APRIL				MAY				JUNE				JULY							
Date	31 August 2020	07 September 2020	14 September 2020	21 September 2020	28 September 2020	05 October 2020	12 October 2020	19 October 2020	26 October 2020	02 November 2020	09 November 2020	16 November 2020	23 November 2020	30 November 2020	07 December 2020	14 December 2020	21 December 2020	28 December 2020	04 January 2021	11 January 2021	18 January 2021	25 January 2021	01 February 2021	08 February 2021	15 February 2021	22 February 2021	01 March 2021	08 March 2021	15 March 2021	22 March 2021	29 March 2021	05 April 2021	12 April 2021	19 April 2021	26 April 2021	03 May 2021	10 May 2021	17 May 2021	24 May 2021	31 May 2021	07 June 2021	14 June 2021	21 June 2021	28 June 2021	05 July 2021	12 July 2021	19 July 2021	
Year 10	Skill developments /recap								Portfolio project Research / References / Evaluating								Portfolio Project Idea development and refinement of ideas. Media exploration								Portfolio Project Idea development and refinement of ideas. Media exploration								Portfolio project Final ideas, final outcome, evaluations								Portfolio project Final ideas, final outcome, evaluations							
Year 11	Portfolio Final piece - Student /Teacher selection and mounting								Portfolio Final piece - Student /Teacher selection and mounting								Exam paper issued (CAU)								Exam paper issued (CAU)								Exam prep															