



# Curriculum Milestones KS3/4 Art and Design KS4 Photography





# **KEY STAGE 3**

At the end of Year 7, Students will know about and be able to do the following:

At the end of Year 8, Students will know about and be able to do the following:

At the end of Year 9, Students will know about and be able to do the following:

### **Skills:**

- -Formal Elements (Focus: Line, Shape, Tone, Colour, Texture, Pattern)
- -Tonal Shading
- -Mark Making
- -Pattern
- -Observational drawing
- -Scale
- -Collage
- -Card Construction

### Knowledge:

Students will begin to gain understanding around the purpose of Art, Craft and Design and the broad nature of the subject through the exploration of artists and designers. Jason Scarpace will inspire pupils through creative sea life, as part of their Baseline Assessment. Andy Warhol and Cath Riley demonstrate an influence of tone and colour through drawing. The work of Henri Matisse will explore a wide use of media through creative paper cuts.

After demonstrating skills in mark making and media experimentation, an understanding of colour theory will encourage creativity through the 'Fish' project.

The observation of cupcakes will develop pupils' tonal shading/mark making skills, whilst demonstrating their understanding of proportion and scale. The final project will develop collage and paper cutting skills, allowing pupils to demonstrate their creativity and build their communication skills, whilst designing and producing a collaborative piece.

### **Contextual Links:**

Pupils will develop their knowledge and understanding of different artists and designers, learning to talk about their work, and the work of others.

### Skills:

- -Formal Elements (Focus: Line, Shape, Form, Texture, Pattern, Colour)
- -Observational drawing
- 3D Construction
- -Mark making
- -Exploring a range of drawing techniques
- Mixed Media
- -Colour mixing and theory
- -Painting skills

### Knowledge:

Students will build upon Y7 knowledge around the formal elements which will be embedded into their introductory project; Totem Poles. Here the students will look towards crafts people and cultures for inspiration and explore methods of drawing and 3D Construction. Moving forward they will begin to show understanding of colour mixing and theory through the development of the 'Inspiring Trees' project.

Students will understand the importance of drawing, focusing on Scale, Line and areas of detail. The work of David Hockney will be introduced as inspiration.

### **Contextual Links:**

Pupils will learn about artworks/artists from different cultures and art movements.

Pupils will be able to analyse and evaluate the work of other artists to inform their own making.

Pupils will understand the qualities and stylistic characteristics of contextual links studied and be able to apply them to their own work.

### Skills:

- Formal Elements (Focus: Line, Shape, Form, Tone, Texture, Pattern, Colour)
- -Observational Drawing
- -Proportion
- -Scale
- -Tone
- -Wire work
- -Mixed media
- -Sculpture

### **Knowledge:**

Throughout the year, students will build upon their basic skills and knowledge taught in Y7 & 8. In their first project,' Figure and Movement', students will focus on Tone, Shape and Form, producing drawings inspired by the work of Tim Burton. The figures of Giacometti will extend their knowledge and skills further with the development of wire work.

Pupils move onto exploring the work of Jaq McCaughern, with a focus on Colour mixing and Texture. The use of mixed media will be combined to create an individual and independent sculpture.

### **Contextual Links:**

Pupils will be able to research, analyse and evaluate the work of other artists in order to inspire their own making.

Pupils will understand and apply the qualities and stylistic characteristics of contextual links studied and the processes used to do so.



# **KEY STAGE 4 GCSE Art & Design**

At the end of Year 10, Students will know about and be able to do the following:

## At the end of Year 11, Students will know about and be able to do the following:

### Skills:

Pupils will build upon the skills, knowledge and creativity developed at KS3, putting their understanding of the **formal elements of Art**, including colour, shape, line, tone, texture, pattern, space and form, into practise.

In Key Stage 4, pupils will use their knowledge of artists, craftspeople and other contextual sources to inspire their work. They will use their ability to **experiment** and **creatively problem solve** in their practical work and develop ideas into a resolved outcome.

### Knowledge:

Students will begin the year looking at a 'Shape and Colour' as a class, inspired by the artist, Matt Moore. This will encourage pupils to explore the formal elements and understand the expectations at GCSE. The work of British artist Hush, will inspire the next phase of their coursework, combining a variety of media skills and outcomes. Students will take part in a series of workshops to extend their knowledge of a wide variety of media and techniques. The workshops should place students in confident stead for completing a more independent mock exam project in preparation for Y11.

Pupils will understand, use and evidence the four GCSE assessment objectives and be able to:

### Develop their ideas (AO1 Contextual Understanding)

Use inspiration and sources (such as artists, craftspeople, designers and themes) to develop their own ideas

### **Experiment (AO2 Creative Making)**

With materials, techniques and processes relevant to their practical work

### Record and Develop (AO3 Reflective Recording)

Draw for purpose, annotate their work purposefully, review ideas and evidence.

### Realise Intentions (AO4 Personal Presentation)

Produce a personal and meaningful response.

### **Contextual Links:**

Pupils will know about and be inspired by contextual sources which could be; artists, designers, craftspeople and will develop their own independent ideas, inspired by reference to these sources. Pupils will be able to analyse and evaluate the contextual links studied to make reasoned judgements about their own work.

<u>Coursework Development -</u> Students will produce two <u>coursework projects</u> by the end of Year 11, evidencing the four assessment objectives thoroughly. All pupils will be expected to produce work outside of the classroom to continue the development of their project.

### Skills:

In year 11 students are expected to master the key skills and knowledge built up in prior years and progress independently to develop their coursework portfolio.

The deadline for completion is December 2024.

In January, pupils will begin the Externally Set Task where they will select and refine their skills independently working their way through the 4 assessment objectives listed below.

Component 1: Portfolio 60% of qualification.

Component 2: Externally Set Assignment 40% of qualification. AQA.

### **Assessment Objectives:**

Pupils will be able to do the following, in reference to their own practical work:

AO1: Develop ideas through investigations, demonstrating critical understanding of sources.

**AO2**: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.

**AO3:** Record ideas, observations and insights relevant to intentions as work progresses.

**AO4**: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.

Ongoing tutorials and workshops will be delivered during lessons that will allow pupils to work independently to develop their own skill sets through portfolios. Progress will be tracked on a regular basis through pupil's books to allow for continued progress and refinement overtime. Green Zone tasks will be used throughout the year through A03Reflective Recording to analyse their work and that of others.

To support all aspects of the Assessment Objectives, all students have a Knowledge Organiser to use as reference. Furthermore, three Progress points will used throughout the year to gauge an in -depth Indicator of where students are at in terms of attainment and allow for structured support to be given.



# **KEY STAGE 4 GCSE Photography**

At the end of Year 10, Students will know about and be able to do the
following:

# At the end of Year 11, Students will know about and be able to do the following:

### Skills:

### How to use a Camera/Technical Information Compositional Rules

Shutter Speed Rule of thirds
 Aperture Rule of space
 Focus Point Rule of triangles
 Depth of field Symmetry

Exposure

**Introduction to Photography - Basic skills** assignment given to establish key camera knowledge and functions. Throughout this project the pupils will be introduced to the assessment objectives.

A01 Contextual understanding, A02 Creative making, A03 Reflective recording and A04 Personal presentation.

Pupils will have opportunities to show emerging camera skills and be introduced to the 'Selfie' project where they will be encouraged to explore a variety of viewpoints as a source of inspiration. Students will have the opportunity to embed the skills gained from the introduction to photography and combine with the **formal elements of Art**, including colour, shape, line, tone, texture, pattern, space and form, studied throughout KS3.

Links to the photographer Rankin and another photographer of their choice will underpin this assignment.

<u>Contextual Links:</u> Pupils will know about and be inspired by contextual sources which could be; artists, designers, craftspeople and photographers, and will develop their own independent ideas, inspired by reference to these sources. Pupils will be able to analyse and evaluate the contextual links studied to make reasoned judgements about their own work.

<u>Coursework Development</u> - Students will produce **two coursework projects by the end of Year 11**, evidencing the four assessment objectives thoroughly. All pupils will be expected to produce work outside of the classroom to continue the development of their project.

### Skills:

In year 11 students are expected to master the key skills and knowledge built up in prior years and progress independently to develop their coursework portfolio.

This will focus on refinement, development and reflection of the projects. Pupils will ensure that camera knowledge and functions are embedded into all aspects of this portfolio of work.

The deadline for completion is December 2024.

In January, pupils will begin the Externally Set Task where they will select and refine their skills independently working their way through the 4 assessment objectives listed below.

Component 1: Portfolio 60% of qualification.

Component 2: Externally Set Assignment 40% of qualification. AQA.

### **Assessment Objectives:**

Pupils will be able to do the following, in reference to their own practical work:

AO1: Develop ideas through investigations, demonstrating critical understanding of sources.

**AO2**: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.

**AO3:** Record ideas, observations and insights relevant to intentions as work progresses.

**AO4**: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.

Ongoing tutorials and workshops will be delivered during lessons that will allow pupils to work independently to develop their own skill sets through portfolios. Progress will be tracked on a regular basis through pupil's books to allow for continued progress and refinement overtime. Green Zone tasks will be used throughout the year through A03Reflective Recording to analyse their work and that of others.

To support all aspects of the Assessment Objectives, all students have a Knowledge Organiser to use as reference. Furthermore, three Progress points will used throughout the year to gauge an in -depth Indicator of where students are at in terms of attainment and allow for structured support to be given.





# **Key Stage 5**

At Key Stage 5, pupils can apply their knowledge and practical skills to a wide variety of courses such as Fashion, Textiles, Fine Art, Graphic Communication, Photography, 3D Design, Animation & Media Make Up.