

KS5 Long Term Curriculum Plan: Art and Design year 12

<p><u>Curriculum Aim:</u> The aims and objectives of Art and Design are to enable students to develop:</p> <ul style="list-style-type: none"> • Intellectual, imaginative, creative and intuitive capabilities. • Students to become artists through developing their understanding of materials, processes and art history. • Independence of mind in developing, refining and communicating their own ideas, their own intentions and their own personal outcomes. • An interest in, enthusiasm for and enjoyment of art, craft and design. • Their experience and knowledge of working with a broad range of media and to encourage risk taking.
<p><u>Link to prior learning:</u> Students who have studied Art, Craft and Design at GCSE will have a solid and in-depth understanding of the formal elements, the assessment objectives and will be able to critically evaluate their own and others work.</p>
<p><u>Rationale of sequencing:</u> The initial project has been created to give students a solid foundation. The technical processes explored will give students the knowledge and understanding needed in order to be successful within these topics and all future units, as well as at university and within a professional career. Future units continue to build upon the skills learnt developing students critical language, analysis and techniques, culminating in personalised units of study where students create sketchbooks and final outcomes that are used as a portfolio of evidence.</p>

	Focus / Topic	Knowledge & Skills (from NC/Programmes of Study)	Assessment
Autumn 1 and 2	Shape and form	This component is based upon the knowledge and skills learnt at GCSE. They will research primary and contextual sources to inform their own practice, record practical and written observations and experiment with a wide variety of media and processes. Students will also develop a critical understanding of a diverse range of art practitioners, leading to a fully realised final outcome.	Sketchbook work and final outcomes.
Spring 1 and 2	Mock exam paper provided by the exam board, which will contribute to the overall final grade.	Explore a range of initial ideas related to the theme, looking critically at contextual sources to help aide inspiration and creative development. Develop initial ideas through further investigation exploring various forms of art. Continue to explore ideas to fully realise intentions, in preparation for exam. Review and refine ideas through critical analysis of own and others work.	Sketchbook work and final outcomes.
Summer 1 and 2	Review and refine.	Students to critically review and evaluate previous work, making amendments and improvements, ensuring consistency.	Sketchbook work and final outcomes.

	Introduction to the personal investigation, which continues into autumn 1 and 2 of year 13	<p>Develop critical awareness and understanding of a genre or group of artists related to students own theme.</p> <p>Develop understanding of the contextual factors surrounding their chosen artists work.</p> <p>Develop artistic processes, techniques, mythologies through recording, experimenting and sustaining ideas</p>	Sketchbook work. The personal study is a minimum 1000 words of continuous prose, which may contain integrated images. The personal study comprises 12% of the total qualification; which will be completed in year 13.
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Further Information

KS4 National Curriculum

https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/397548/GCSE_subject_content_for_art_and_design.pdf

Course specification

<https://qualifications.pearson.com/en/qualifications/edexcel-a-levels/art-and-design-2015.coursematerials.html#%2FfilterQuery=category:Pearson-UK:Category%2FSpecification-and-sample-assessments>

Many tasks at A'level are individual and based around 1-1 tutorials with their teachers. Students who are the most successful lead their own learning and are facilitated with how to explore these ideas based on teacher feedback and group critiques. Art History will be covered in all terms, looking at the wide and varied History of Art, Craft, Design, Photography and Architecture, specifically focusing on analytical, historical and sociological aspects which influence artists / designers work.