



Art & Design



Curriculum Mapping

Unit 1: Coursework portfolio. This consists of two themed projects and is worth 60% of the final mark.

Unit 2: Externally set task. This controlled task is worth 40% of the final mark.

Final Exams

Our KS4 curriculum builds on a solid foundation of knowledge and practical skills established at KS3. At KS4 there are four GCSE assessment objectives; Develop, Refine, Record and Present.

KS4 Y10 & Y11

Artist in a Box – Investigation of contemporary artists to select an area of focus, plan and trial composition and media in order to create and construct a cube/box in response to their chosen artist. Creative presentation of artist investigations through media exploration will be a focus coupled with opportunities to increase/refine practical control of a range of colour and tonal media and application of skills and knowledge previously covered in Y7 and Y8.

Who are The Stolen Generation? An investigation into European settlers and their impact on the indigenous population of Australia? Analysis of clips from the film 'Rabbit-proof Fence'.

Aboriginal storytelling- Identifying symbols to decode and translate meaning. Exploring traditional Aboriginal lifestyles and their connection to the land.

Sugar Skulls. Symmetrical outlines. Recall and application of grid transfer skills to mirror image decorative designs on to a skull.

Comparison of Day of the Dead and Halloween Festivals. Identifying common features and traditions including costume, foods, motifs, music and Folk Art.

Introduction to genres in art (Portraiture, Landscape, Land Art, Tribal Art). Investigation into the diversity of practical media used by artists to create portraits. Comparing both historical and contemporary examples.

Traditional schema to calculate proportions of the face. Recall of tonal pencil pressure to create a tonal bar. Exploring light and shadow on the surface of forms.

Study of contemporary portraiture artists. Practical exploration, analysis and practical sampling of techniques.

KS3 Year 9

Pablo Picasso- Creating an artist study page. Research, lettering and compositional skills.

Introduction to traditional body schema to calculate proportions. Accurate outlines of the form of the body.

Calavera Figure – Applying drawing and colour blending skills. Creating a design for a calavera figure that reflects the personality of the loved one being honored.

Human Skull- Tonal match mark-making and blending techniques applied. A focus on practical tonal, directional shading and pencil pressure skills

Cubist techniques- Practical exploration of collage, frottage and wax paper batik skills.

Art Movements – Cubism. Composition of guitar themed cubist composition. Development of practical observational and black biro mark-making skills.

Painting tints and tones to achieve three dimensional effects- developing practical painting and mixing skills.

Artist Study - Hundertwasser. Introduction to the artist and his work. Investigation into the life and work of the architect, painter, graphic designer and ecologist Hundertwasser. Development of critical awareness of artists and sources analysis skills. How art can influence the way that people live.

What is a festival? Analysis of festivals- Origins, traditions, celebrations, music, costume, events and cultural identity.

Introduction to The Mexican Day of the Dead Festival- broadening understanding of traditional beliefs, ideas and cultural identity associated with The Day of the Dead Festival.

Hot and cold colour blending and mixing - developing practical skills. Application of colour mixing skills to match an example. Fading and directional shading techniques.

Introduction to colour theory. The colour wheel layout and relationships between colours. Application of primary colours and their placement on the wheel.

Introduction to tonal pencil pressure to create a tonal bar. Exploring light and shadow on the surface of basic forms. Understanding how we can 'trick' the eye to give the illusion of three-dimensional qualities in our drawings. Practical experiments with light and shadow.

Identification of basic shapes and forms, quality of line and practical pencil control. Introduction to basic shapes (circle, square, triangle, rectangle, rhombus) and basic forms (sphere, cone, cuboid, cylinder). Differences between a shape and a form, properties of each.

The colour wheel. Development of practical control when applying pencil crayon layering skills. An exploration of ratio to create secondary, tertiary and opposite colours and their correct placement on the wheel.

Exploration of tonal painting techniques using wet media. Introduction to grey-scale, brush control and mixing skills. Application of practical painting techniques.

Observational drawing skills - Developing tonal control. Refinement of tonal pencil and observational drawing skills. White pencil on black paper to record light rather than shadow areas.

Accurate outlines of shapes and forms, developing quality of line. Application of knowledge of shapes and forms and exploration of media, controlling a medium pencil pressure.

KS3 Year 8

KS3 Year 7



Ambition - Courage - Honesty - Inspiration - Respect