

• YEAR GROUP OVERVIEW

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	
	Introduct	ion to Art	Underwater				
	 Observational drawing Primary, Secondary and Tertiary colour Colour Paul Klee Colour, Tint, Tone, Shade Hue Paint 		 Sea life title page presentation Galleon 	Shell ObservationDepth of tone	 Georges Seurat Critical study Pointillism 'Bathers at Asnières' Pen and Paint 	 Visual language Sea Horse interpretation 	
	Colour Theory						
Year 7	 The Colour wheel Hot and Cold colours 	 Autumn leaves Paul Klee 'Senecio' and 'Parc Bei Lu' 	Typography Sea creature	 Crab, Lobster and Fish head Observation Ink, colour wash Mark-making 	ZentangleWave and Shell	Mixed media	
	Geometric drawing						
	 3 dimensional shape Presentation of cube, cone sphere 	 Cross hatching Blending Stippling Shading 	Underwater scene	 Close up drawing development: Fish scales Mixed media 	Exploration of line and pattern Interlocking, intricate design work	Observational drawing	



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	Title page / word image association	Landscape	Pop Art					
Year 8	 Letter illustration using initials and connected imagery The illustrator Mike Wilks 	 Stylistic quality of Landscapes: Windmill, Sunset Content Form Process Mood 	 Pop Art movement Pop Art style Key Artists Everyday objects Cartoon / animation Graffiti Explosion word 					
	Define Landscape Perspective Subject specific terminology Gradient painting hot and cold colour Colour mixing Colour, Tint, Tone, Shade, Hue	 Water colour painting Block colour painting Extending a painting from a small starting point – painting skills focus Tree silhouette with a focus of grid drawing, layout and presentation – oil crayon technique 	MontagRoy LicCreativeCaricate3D pop	e / mixed media htenstein ' Screaming gir e drawing Pop Art drawin	ng from a still life - Exte	nd, design, imagine		



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	Keith Haring		Anton	i Gaudi	Natural forms	
Year 9	 haring figures: cold Painted background black fine line Positive and negat Coloured pencil or Oil crayon Write up of facts at 	ork - lettering sed to depict the Keith bured pencil tone image and with figures drawn in sive images in 2 colours a black paper	 Antoni Gaudi: Explo Technique – observe shading, fine pen delimination and univestigation and univestigation and univestigation and univestigation and univestigation and universal delimination and ideas to influence of the skills and some expland refine work Record and use clear influence ideas Demonstrate use of the shading and influence ideas 	pased on the work of pration vation, pencil outline, etail etent critical etent critical etent country own work eative and technical erimentation to develop ar observations to	natural forms The study of the a looking specificall Technique – obse and pen drawing - Observational Dradrawings vegetab pen, pencil, paint Textures – Fish S resist techniques The study of the a Mackintosh and h Art Nouveau style	- Seed pods awing – botanical les, colour studies, cales, pattern – Pen, artist Charles Rennie is geometric styles – s deas – Realisation of



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	Water	Water	Water	Portraits and Figures	Portraits and Figures	Portraits and Figures
Year 10	Pattern Tap Toothbrush Water refraction Jelly fish Monotone Fish / Surreal Water Eye Typography Water Waterways and harbours	Extended Water Exploration Escher Water mosaic Water research (artist Studies)	David Hockney Fish assessment Mixed media and final piece	Figures Mark – making Faces / charcoal ink / line Zentangle Figure angles and foreshortening Peter	Exploration of artistic styles Animal Personalised research	Expression and Photography Artist link Final piece / Assessment



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	Mock Exam Over-lapping Figures	Mock Exam Over-lapping Figures	Externally Set Task Component 2	Externally Set Task Component 2	Externally Set Task Component 2	
Year 11	Figure drawing Overlap figures in colour Hands Artist 1	Artist 2 Ideas for Final (10 hour) piece Final piece	Students respond to their chosen starting point from an externally set assignment paper relating to their subject title, evidencing coverage of all four assessment objectives. How it's assessed Preparatory period followed by 10 hours of supervised time 96 marks 40% of GCSE	Students respond to their chosen starting point from an externally set assignment paper relating to their subject title, evidencing coverage of all four assessment objectives. How it's assessed Preparatory period followed by 10 hours of supervised time 96 marks 40% of GCSE	Hand in all preparation work. Commence 10 hours of supervised examination time. Hand in Component 2: Course work portfolio	



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Btec Art and Design Practice YEAR GROUP OVERVIEW

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	Introduction to drawing and media	Animal Studies	Species	s Project	Species Project	
Year 10	Learning and using the basic skills when drawing and exploring media. When drawing, there are a number of techniques which can be used to improve shape, accuracy and detail. Students will be taught how to: • Draw basic shapes using observation • Create tone using different media • Explore mark making techniques • Explore controlling different media such as paint, pastels, pencil, pen The formal elements are Line, Tone, Colour, Texture, Pattern, Tone, Shape and Form All of these can be enhanced or displayed alongside composition methods to record the world around us. Artists have strived to capture the world around us using a set of rules which can be followed, then broken to produce stylized outcomes.	Animals are something everyone is fascinated and familiar with. Artists have drawn animals as an educational tool, as studies of beloved pets, or for documentation purposes. Students will explore how to draw different animals using the techniques from the previous term. They will explore the work of: Richard Bawden and his use of lines for texture, Henri Rousseau and his use of composition and Jonathan Woodward and his use of paper collage. Students will learn how to photograph their work as a record of their progress	Analysing a brief, Component 1:Task 1 Students will learn how to practice as an artist with a client. They will be presented with their Species Brief and learn how to pick it apart, using mind maps and research to inform their ideas. They will look at their client using internet research and learn how to combine research and presentation so they may present it later. Students will be introduced to different animal artists and explore their style and techniques to learn processes from others	Exploring 2D media, Component 1:Task 1 Student will be guided through the process of how to use their research to investigate producing their own work. This will take the form of workshops in between assessed pieces of work. Students will be able to explore a range of image making including: • Drawing using pencils and colour pencil • Printmaking • Collage Students will produce several study pages using techniques and processes they have learned through the workshops	Idea Generation Component 1: Task 2 Students will learn how to produce design ideas linked to their client brief. They will look at how to use images they have researched to inform their ideas, how to present these using techniques and appropriate media. They will be able to explore working on different papers, colours and sizes. During this period students will also get the opportunity to improve Unit 1 as their skills develop	Development , Component 2: Task 3 Students will look at combining their knowledge and experience of media and images to develop their ideas from task 2. They will work through a series of improvements to look at: Different scales Different colours Use of text Composition Layout. This will use a combination of traditional design and computer design elements and led them on to making a final piece of work at the end of the year.

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	Design Pitch, Component 2: Task 4		ent Brief	External Component 3 paper started – 4 Hours	Activity 2: Development review 1 – 1 Hour 30 mins	
Year 11	Students will learn how to present their ideas to a client. They will learn how to use questioning of their own work and compare it to the client brief to formulate their presentation notes. Students will learn how to add photographs of their development and use cropping to present a clear progression of work. Students will use selfanalysis of their work and be presented with the opportunity to improve In the exam, students are required to produce elements of digital and written work in essay form. This term will focus on: • Teacher-led recap on previous components and any lessons to be learned. Ask questions about what went well and what was difficult. • how artists and designers have met or failed to meet client needs with their products, with examples of good and bad design. • Practise collecting images of relevant products for own research to inform ideas. • Demonstration of how to use calendars or planners to create a project plan. Students can also set			Preparation for Activity 1, the project development. Learners should: • read the whole paper • compare the different client briefs and consider ideas for each • make a list of materials and stages for preferred briefs investigate the client and relevant resources Activity 1: Project development - 8 Hours Students may spend up to four weeks on project development. Learners must work independently. • exploring ideas, materials, techniques and processes • reviewing progress	Learners must complete Activity 2 using the development review template provided. • learners will have access to work from Activity 1, however, as this activity is completed, work cannot be added to or updated • learners are not permitted access to the internet during this supervised activity • the individual learner's development review must be saved in PDF and stored securely Activity 3: Final response — 8 Hours Learners create the final response. This time should be spent on: • making the final response and the making of the final response, saving images for Activity 4.	
	opportunity to improve work from Unit 2 as their reflect. project plan. Students can also set reminders for stages and alerts or alarms for targets. Students undertake practical exercises using practical work with one to one feedback using the next stage of the creative process	 recording development through images and annotation, and saving them for Activity 4. During the project development period, learners must not: write the development review make their final response make pages for the client portfolio. 	Activity 4: Client portfolio - 2 hours 30 Mins Learners should produce a six to eight-page A3 digital PDF portfolio, including 100–300 words of annotation. Annotation can be arranged in any way throughout the six to eight page portfolio. • only permitted materials for the activities can be brought into the formally supervised sessions • during each activity, learners will have access to work from previous activities, however, as each activity is completed, work cannot be added to or updated.			

