

## Art and Design Curriculum Map

### Curriculum Intent

To create an Art and Design curriculum that:

- Allows learners the opportunity to develop a wide range of skills in a variety of media and processes.
- Allows learners to explore and to critically analyse the work of a range of historical and contemporary practitioners.
- Teaches learners the importance of taking pride in the presentation of their work.
- Develops learner's ability to develop ideas, reflect and take creative risks.
- Develops learners who can appreciate the visual world around them.

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>Year 7</b>	What makes art?	How can you use the work of an artist to inspire your own ideas?	Should artworks have titles?	Why is it important to experiment with different materials?	What is printmaking?	What is 3D Art?
<b>Year 8</b>	How do artists create space and depth?	What is perspective?	What are the properties of 2D materials?	Can drawings be digital?	What makes a good portrait?	Can portraits be produced inaccurately?
<b>Year 9</b>	What makes an interesting composition?	How can I manipulate sources to create a personal response?	How can dreams influence Artwork?	How can ICT be used to create a composition?	Fantastic and Strange	What are the advantages of working collaboratively?
<b>Year 10</b>	What are the elements of photography?	What makes a good photograph?	How can ICT be used to alter photographs?	Why is it important to carry out contextual research?	What makes good analysis?	How can research be used to inform my ideas?

<b>Year 11</b>	How can experimentation be used to refine my work?	How can I present a personal and meaningful response?	Externally Set Task	Externally Set Task	Externally Set Task	
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