



Cardinal
Newman
CATHOLIC SCHOOL

Art & Design

Curriculum Area: Art & Design

Do not neglect the gift that is in you, which was given to you through prophecy with the laying on of hands by the council of elders. Put these things into practice, devote yourself to them, so that all may see your progress.

1 Timothy 4:14-15

Curriculum Intent

The intent of the Art and Design curriculum at Cardinal Newman Catholic School is to encourage and inspire creative expression as well as develop natural abilities and skills. This is achieved by introducing a variety of branches of Art and Design, to offer experiences suitable for every individual. The department provides a learning environment which takes into consideration each student's needs and abilities, while having high expectations of all. The curriculum is designed to offer challenge, progression and variety. Our students will:

- Develop and gain confidence in their creative ability and technological capability.
- Learn about designers, artists and craftspeople, as well as learn to appreciate, respond to and respect the views of other individuals and cultures.
- To develop skills in problem-solving, presentation, organisation, self-discipline, critical analysis, communication and technology.
- To improve their visual awareness by developing their observational skills including expressive and technical drawing.
- Explore manual dexterity through structured experimentation with a variety of materials and equipment with due regard for health and safety.
- Gain awareness of their cultural heritage and an understanding of the importance of art and design in today's society.
- Be prepared for national examinations.
- Be given advice on subject choices and career paths, linking to Art and Design.

Curriculum Overview: Art

	Year 7	Year 8	Year 9	Year 10	Year 11	Year 12	Year 13
HT1	Formal Elements Record from Observation Mark Making	Cultures Record from Observation Mark Making through pattern/print	Portraiture Record from Observation Contextual Studies	Skills Workshop Experimenting with media Developing Ideas	Personal Investigation 'Me, Myself and I' Part 2	Skills Workshop Experimenting with media Developing Ideas	Personal Investigation Part 2 'Unusual Viewpoints'
HT2	Formal Elements Contextual Studies Experimenting with media	Cultures Contextual Studies Developing Ideas	Portraiture Experimenting with media Developing Ideas	Skills Workshop Experimenting with media Developing Ideas	Personal Investigation 'Me, Myself and I' Part 2	Skills Workshop Experimenting with media Developing Ideas	Personal Investigation Part 2 'Unusual Viewpoints'
HT3	Formal Elements Developing Idea Personal Response	Cultures Personal Responses	Portraiture Personal Response	Personal Investigation (60% coursework) 'Me, Myself and I'	NEA Preparation Set by exam board (40%)	Personal Investigation (60% coursework) 'Unusual Viewpoints'	Exam Preparation Set by exam board (40%)
HT4	Environment Colour Theory Contextual Studies	Viewpoints Record from Observation Contextual Studies	Mythical Creatures Contextual Studies Record from Observation	Personal Investigation (60% coursework) 'Me, Myself and I'	NEA Preparation Set by exam board (40%)	Personal Investigation (60% coursework) 'Unusual Viewpoints'	Exam Preparation Set by exam board (40%)
HT5	Environment Record from Observation Explore and experiment materials	Viewpoints Explore and experiment materials Developing ideas	Mythical Creatures Explore and experiment materials	Personal Investigation (60% coursework) 'Me, Myself and I'	NEA Preparation Set by exam board (40%)	Related Study (60% coursework) 'Unusual Viewpoints'	
HT6	Environment Developing ideas Personal Response	Viewpoints Personal Response	Mythical Creatures Developing ideas Personal Response	Personal Investigation (60% coursework) 'Me, Myself and I'		Related Study	

Curriculum Overview: Graphics

	Year 7	Year 8	Year 9	Year 10	Year 11
HT1	Bag Tag Design 'All About Me' On rotation	Type Testing On rotation	'Making a Mark' Design brief	Food Illustration	Coursework
HT2	Bag Tag Design 'All About Me' On rotation	Type Testing On rotation	Poster Design / Magazine layout	Food Illustration	Coursework
HT3	Bag Tag Design 'All About Me' On rotation	Type Testing On rotation	Poster Design / Magazine layout	Branding / Logo Design	Exam Preparation Set by exam board (40%)
HT4	Bag Tag Design 'All About Me' On rotation	Type Testing On rotation	Album covers	Personal Investigation (60% coursework)	Exam Preparation Set by exam board (40%)
HT5	Bag Tag Design 'All About Me' On rotation	Type Testing On rotation	Album covers	Personal Investigation (60% coursework)	Exam
HT6	Bag Tag Design 'All About Me' On rotation	Type Testing On rotation	Illustration	Personal Investigation (60% coursework)	

Curriculum Overview: Resistant Materials

	Year 7	Year 8	Year 9	Year 10	Year 11
HT1	Mobile phone holder	Mechanical toy	Wood joints, Pine storage box, Drawing skills	BTEC First Award level 1/2 in Art and Design Unit 4 – Communicating ideas in 3D Drawing skills	BTEC Unit 3 Communicating ideas in 2D Drawing skills
HT2			Drawing skills	Unit 4 – Communicating ideas in 3D	Unit 3 Communicating ideas in 2D

	Repeats with class rotations	Repeats with class rotations	Pine storage box	Drawing skills	Drawing skills
HT3	Repeats with class rotations	Repeats with class rotations	Drawing skills, Pewter casting	Unit 1 - Introduction to specialist pathways in Art and Design Drawing skills	Unit 2 Exam Prep
HT4	Repeats with class rotations	Repeats with class rotations	Drawing skills Foot stool / table	Unit 1 - Introduction to specialist pathways in Art and Design Drawing skills	Unit 2 Exam
HT5	Repeats with class rotations	Repeats with class rotations	Drawing skills Foot stool / table	Unit 1 - Introduction to specialist pathways in Art and Design Drawing skills	Study leave
HT6	Repeats with class rotations	Repeats with class rotations	Drawing skills Foot stool / table	Unit 1 - Introduction to specialist pathways in Art and Design Drawing skills	Study leave

Curriculum Overview: Textiles

	Year 7	Year 8	Year 9
HT1	<p>'African Art'- cultural project. Exploring African patterns, colours, textures and textiles techniques. Experiment and explore with textiles embellishment techniques. Basic construction skill and fundamental sewing machine skills. Product evaluation and product testing. Final outcome: Roll up pencil case.</p>	<p>'Save the frog'- environmental project. Exploring environmental issues and dangers for amphibians mainly frogs. Experiment and explore textiles embellishment techniques and typography. Introduction to the block printing using linoleum. Development of sewing machine skills. Product evaluation and product testing. Final outcome: T-shirt.</p>	<p>'Surface decoration'- skill based project. Exploring Art Deco patterns, colours themes and textures. Design, create, develop, test and evaluate different textiles techniques, processes and approaches. Re- visit observational skills using formal elements. Final outcome: 'Textiles bible,' sketchbook with sample of different techniques.</p>
HT2	<p>'African Art'- cultural project. Exploring African patterns, colours, textures and textiles techniques. Experiment and explore with textiles embellishment techniques. Basic construction skill and fundamental sewing machine skills. Product evaluation and product testing. Final outcome: Roll up pencil case.</p>	<p>'Save the frog'- environmental project. Exploring environmental issues and dangers for frogs. Experiment and explore textiles embellishment techniques and typography. Introduction to the block printing using linoleum. Development of sewing machine skills. Product evaluation and product testing. Final outcome: T-shirt.</p>	<p>'Surface decoration' -skill based project. Exploring Art Deco patterns, colours themes and textures. Design, create, develop, test and evaluate different textiles techniques, processes and approaches. Re- visit observational skills using formal elements. Final outcome: 'Textiles bible,' sketchbook with sample of different techniques.</p>
HT3	<p>'African Art'- cultural project. Exploring African patterns, colours, textures and textiles techniques. Experiment and explore with textiles embellishment techniques. Basic construction skill and fundamental sewing machine skills. Product evaluation and product testing. Final outcome: Roll up pencil case.</p>	<p>'Save the frog'- environmental project. Exploring environmental issues and dangers for amphibians mainly frogs. Experiment and explore textiles embellishment techniques and typography. Introduction to the block printing using linoleum. Development of sewing machine skills. Product evaluation and product testing. Final outcome: Environmental T-shirt.</p>	<p>'Design a corset'- fashion project Introduction to construction and modelling techniques of 19th century. Development of designing and making skills. Further exploration of Art Deco fashion. Product evaluation and product testing. Final outcome: Unique Corset</p>

<p>HT4</p>	<p>'African Art'- cultural project. Exploring African patterns, colours, textures and textiles techniques. Experiment and explore with textiles embellishment techniques. Basic construction skill and fundamental sewing machine skills. Product evaluation and product testing. Final outcome: Roll up pencil case.</p>	<p>'Save the frog'- environmental project. Exploring environmental issues and dangers for amphibians mainly frogs. Experiment and explore textiles embellishment techniques and typography. Introduction to the block printing using linoleum. Development of sewing machine skills. Product evaluation and product testing. Final outcome: T-shirt.</p>	<p>'Design a corset'- fashion project Introduction to construction and modelling techniques Development of designing and making skills. Further exploration of Art Deco fashion. Product evaluation and product testing. Final outcome: Unique Corset</p>
<p>HT5</p>	<p>'African Art'- cultural project. Exploring African patterns, colours, textures and textiles techniques. Experiment and explore with textiles embellishment techniques. Basic construction skill and fundamental sewing machine skills. Product evaluation and product testing. Final outcome: Roll up pencil case.</p>	<p>'Save the frog'- environmental project. Exploring environmental issues and dangers for amphibians mainly frogs. Experiment and explore textiles embellishment techniques and typography. Introduction to the block printing using linoleum. Development of sewing machine skills. Product evaluation and product testing. Final outcome: T-shirt.</p>	<p>'Design a scrap skirt'- environmental project Fashion industry versus environment. Recycling fabric when creating a new product. Application of prior knowledge from 'Surface decoration project'. Development of designing and making skills. Introduction to contemporary fashion designers. Final outcome: Scrap skirt.</p>
<p>HT6</p>	<p>'African Art'- cultural project. Exploring African patterns, colours, textures and textiles techniques. Experiment and explore with textiles embellishment techniques. Basic construction skill and fundamental sewing machine skills. Product evaluation and product testing. Final outcome: Roll up pencil case.</p>	<p>'Save the frog'- environmental project. Exploring environmental issues and dangers for amphibians mainly frogs. Experiment and explore textiles embellishment techniques and typography. Introduction to the block printing using linoleum. Development of sewing machine skills. Product evaluation and product testing. Final outcome: T-shirt.</p>	<p>'Design a hanging'- construction based project Exploring POP ART patterns, colours themes and textures. Design, create, develop, test and evaluate textiles techniques, processes and approaches. Development of observational skills using different media. Final outcome: Hanging inspired by POP ART.</p>

Subject Specific Information

Art and Design aim to encourage and inspire creative expression as well as develop natural abilities and skills. This is achieved by introducing a variety of branches of Art and Design, to offer experiences suitable for every individual. The department provides a learning environment which takes into consideration each student's needs and abilities, while having high expectations of all. The curriculum is designed to offer challenge, progression and variety.

Across the four disciplines of Art, Textiles, Graphics and Resistant Materials, students learn to create and design to solve genuine, relevant problems within different contexts, all whilst considering their own and others' needs, wants and values.

From our two art studios, fully equipped Textiles and Graphics rooms as well as two DT workshops, we try to create an atmosphere of interest and vibrancy by displaying work in every available space, to help show how diverse the subject of Art and Design can be.

We use a variety of materials and ideas to encourage all students to develop their creative skills. For example, one of our classrooms contains our ceramics room which contains our two kilns for the creation of fine pottery and clay work, utilising glazes and finishes to bring their creations to life.

Art and Design staff cover a huge range of topics which involves creating artwork, textile pieces, sculptures, furniture, promotional materials and paintings, all while being inspired by the work of other artists/designers/craftspeople to help inspire our students with their own work. Staff and students are all assisted by our experienced and dedicated Art Technician, Textile Technician and DT Technician.