



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	Artist Tool Kit Record from Observation Mark Making	Cultures Developing record from Observation Developing Mark Making through pattern/print	Portraiture/Icons Developing recording from Observation Contextual Studies	Skills Workshop Introduction to media/techniques/processes Introduction to developing ideas and skills.	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4 Refinement of skills, techniques and processes.	Skills Workshop Introduction to media/techniques/processes Introduction to developing ideas and skills. Every day objects...	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4 Refinement of skills, techniques and processes
HT2	Artist Tool Kit Contextual Studies Experimenting with media	Cultures Contextual Studies Developing Ideas	Portraiture/Icons Experimenting with media Developing Ideas	Skills Workshop Introduction to media/techniques/processes. Introduction to developing ideas and skills.	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4 Refinement of skills, techniques and processes. PPE in Nov	Skills Workshop Introduction to media/techniques/processes Introduction to developing ideas and skills. Everyday objects...	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4 Refinement of skills, techniques and processes. PPE in Jan
HT3	Artist Tool Kit Developing Idea Personal Response in mixed media	Cultures Personal Responses in ceramics/cardboard	Icons/Street Art Personal Response Pencil and mixed media	Personal Investigation (60% coursework) AO1, AO2 and AO3 Development of skills, techniques and processes	NEA Preparation (40% NEA) AO1, AO2 and AO3 Development of skills, techniques and processes to meet AO's. Focus on AO1 & AO2	Personal Investigation (60% coursework) Development of skills, techniques and processes to meet AO's. Focus on AO1 & AO2	NEA Preparation (40% NEA) AO1, AO2 & AO3 Development of skills, techniques and processes to meet AO's. Focus on AO1 & AO2
HT4	Landscapes Colour Theory Contextual Studies Hundertwasser	Unusual Viewpoints Record from Observation Contextual Studies	Mini Personal Investigation 3D Design Contextual Studies Record from Observation	Personal Investigation (60% coursework) AO1, AO2 and AO3 Development of skills, techniques & processes to meet AO's	NEA Preparation (40% NEA) AO1, AO2 and AO3 Development of skills, techniques & processes to meet AO's Focus on AO2 & AO3	Personal Investigation (60% coursework) AO1, AO2 and AO3 Development of skills, techniques & processes to meet AO's Focus on AO2 & AO3	NEA Preparation (40% NEA) AO1, AO2 and AO3 Development of skills, techniques & processes to meet AO's Focus on AO2 & AO3
HT5	Landscapes Developing Colour Theory Record from Observation	Unusual Viewpoints Explore and experiment materials Developing ideas	Mini Personal Investigation 3D Design Contextual Studies Record from Observation	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4	NEA Preparation (40% NEA) AO1, AO2 and AO3 Development of skills, techniques & processes to meet AO's	Personal Investigation (60% coursework) AO1, AO2 and AO3	NEA Preparation (40% NEA) AO1, AO2 and AO3 Development of skills, techniques &

	Explore and experiment with materials			Developing skills, techniques & processes to meet AO's.	Focus on AO2 & AO4 Final Exam: April	Development of skills, techniques & processes to meet AO's Focus on AO2 & AO3	processes to meet AO's Focus on AO2 & AO4 Final Exam: April
HT6	Environment Developing ideas Personal Response	Viewpoints Personal Response	Mini Personal Investigation Developing ideas Personal Response	Personal Investigation AO1, AO2, AO3, AO4 Developing skills, techniques and processes to meet AO's.	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4 Using Feedback to improve work and to complete all AO's.	Related Study (60% coursework) Research on chosen theme. 8-10 articles to help structure their posed question for 2000 word essay.	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4 Using Feedback to improve work and to complete all AO's.

Curriculum Overview: Graphics

	Year 7	Year 8	Year 9	Year 10	Year 11
HT1	Bag Tag Use of PRIME Final product: Bag Tag using 2D Design & the laser cutter. On rotation	Restaurant Branding Use of PRIME Final product: Mock up promotional material of branding using Photopea On rotation	Poster Design Use of PRIME Final Product: Poster design stencil based illustration using Photopea On rotation	Corporate Identity Introduction to typography, colour and composition. Final Product: Logo based design.	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4 Refinement of skills, techniques and processes
HT2	Bag Tag Use of PRIME Final product: Bag Tag using 2D Design & the laser cutter. On rotation	Restaurant Branding Use of PRIME Final product: Mock up promotional material of branding using Photopea On rotation	Poster Design Use of PRIME Final Product: Poster design stencil based illustration using Photopea On rotation	Illustration Introduction to illustration. Mixed media/Photoshop and traditional techniques. Final Product	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4 Refinement of skills, techniques and processes. PPE in Nov
HT3	Bag Tag Use of PRIME Final product: Bag Tag using 2D Design & the laser cutter. On rotation	Restaurant Branding Use of PRIME Final product: Mock up promotional material of branding using Photopea On rotation	Poster Design Use of PRIME Final Product: Poster design stencil based illustration using Photopea On rotation	Coursework 60% NEA Using 4 themes, students to meet AO's (AO1, AO2, AO3), Building of portfolio No final product	NEA Preparation (40% NEA) AO1, AO2 & AO3 Development of skills, techniques and processes to meet AO's. Focus on AO1 & AO2
HT4	Bag Tag Use of PRIME Final product: Bag Tag using 2D Design & the laser cutter. On rotation	Restaurant Branding Use of PRIME Final product: Mock up promotional material of branding using Photopea	Poster Design Use of PRIME Final Product: Poster design stencil based illustration using Photopea	Coursework 60% NEA Using 4 themes, students to meet AO's (AO1, AO2, AO3), Building of portfolio	NEA Preparation (40% NEA) AO1, AO2 and AO3 Development of skills,

		On rotation	On rotation	Focus on building skills/processes/techniques	techniques & processes to meet AO's Focus on AO2 & AO3
HT5	Bag Tag Use of PRIME Final product: Bag Tag using 2D Design & the laser cutter. On rotation	Restaurant Branding Use of PRIME Final product: Mock up promotional material of branding using Photopea On rotation	Poster Design Use of PRIME Final Product: Poster design stencil based illustration using Photopea On rotation	Coursework 60% NEA Using 4 themes, students to meet AO's (AO1, AO2, AO3), Building of portfolio Focus on Design Development	NEA Preparation (40% NEA) AO1, AO2 and AO3 Development of skills, techniques & processes to meet AO's Focus on AO2 & AO4 Final Exam: April
HT6	Bag Tag Use of PRIME Final product: Bag Tag using 2D Design & the laser cutter. On rotation	Restaurant Branding Use of PRIME Final product: Mock up promotional material of branding using Photopea On rotation	Poster Design Use of PRIME Final Product: Poster design stencil based illustration using Photopea On rotation	Coursework 60% NEA Using 4 themes, students to meet AO's (AO1, AO2, AO3), Building of portfolio Assessment Day – AO4	Personal Investigation (60% coursework) AO1, AO2, AO3 & AO4 Using Feedback to improve work and to complete all AO's.

Curriculum Overview: Three-Dimensional Design and Engineering Design (Year 11)

	Year 7	Year 8	Year 9	Year 10	Year 11
HT1	Robots Use of PRIME Final product: Robot character using wood, pillar drill and hand tools. On rotation	Mechanical toy	Wood joints, Pine storage box, Drawing skills	3D Design Skills Workshop Zoo Ceramic Sculpture Introduction to media/techniques/processes Introduction to developing ideas and skills. Materials: Ceramics	Engineering Design Completing R040 (CAD drawing) Starting R039 set by exam board. <ul style="list-style-type: none"> - Freehand engineering designs - Rendering
HT2	Robots Use of PRIME Final product: Robot character using wood, pillar drill and hand tools. On rotation	Repeats with class rotations	Drawing skills Pine storage box	3D Design Skills Workshop Zoo Ceramic Sculpture Introduction to media/techniques/processes Introduction to developing ideas and skills. Materials: Cardboard	Engineering Design R039 set by exam board. <ul style="list-style-type: none"> - Freehand engineering designs development - Different rendering - 3D CAD design Completed by end of Dec
HT3	Robots Use of PRIME			Personal Investigation (60% coursework)	Engineering Design

	Final product: Robot character using wood, pillar drill and hand tools. On rotation	Repeats with class rotations	Drawing skills, Pewter casting	AO1, AO2 and AO3 Development of skills, techniques and processes	Exam Prep RO38 set by the exam board. Revision knowledge/processes and skills set by the exam.
HT4	Robots Use of PRIME Final product: Robot character using wood, pillar drill and hand tools. On rotation	Repeats with class rotations	Drawing skills Foot stool / table	Personal Investigation (60% coursework) AO1, AO2 and AO3 Development of skills, techniques and processes	Engineering Design Exam Prep RO38 Revision Knowledge, processes and skills set by the exam.
HT5	Robots Use of PRIME Final product: Robot character using wood, pillar drill and hand tools. On rotation	Repeats with class rotations	Drawing skills Foot stool / table	Personal Investigation (60% coursework) AO1, AO2 and AO3 Development of skills, techniques and processes	Engineering Design Exam Prep RO38 Revision Knowledge, processes and skills set by the exam. Final exam: Mid May
HT6	Robots Use of PRIME Final product: Robot character using wood, pillar drill and hand tools. On rotation	Repeats with class rotations	Drawing skills Foot stool / table	Personal Investigation (60% coursework) AO1, AO2 and AO3 Development of skills, techniques and processes	Study leave

Curriculum Overview: Textiles

	Year 7	Year 8	Year 9
HT1	‘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.	‘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.	‘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.

	Final outcome: Roll up pencil case.	Development of sewing machine skills. Product evaluation and product testing. Final outcome: T-shirt.	Re- visit observational skills using formal elements. Final outcome: 'Textiles bible,' sketchbook with sample of different techniques.
HT2	'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.	'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.	'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.
HT3	'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.	'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.	'Design a corset'- fashion project Introduction to construction and modelling techniques of 19 th century. Development of designing and making skills. Further exploration of Art Deco fashion. Product evaluation and product testing. Final outcome: Unique Corset
HT4	'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.	'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.	'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

HT5	<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.</p> <p>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.</p> <p>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.</p> <p>Final outcome: Scrap skirt.</p>
HT6	<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.</p> <p>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.</p> <p>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.</p> <p>Final outcome: Hanging inspired by POP ART.</p>

Subject Specific Information