

Art and Design Curriculum Overview

Year 10 Three-dimensional design GCSE AQA

Three-dimensional design is defined as the design, prototyping and modelling or making of primarily functional and aesthetic products, objects, and environments, drawing upon intellectual, creative and practical skills.

Subject 3D design	Half term 1 60% Non-examined assessment Barbara Hepworth Upskill	Half term 2 & 3 60% Non-examined assessment Seating inspired by Design	Half term 4, 5 & 6 60% Non-examined assessment MCP - Architectural Lamps
Knowledge/skills Overview	<p>Personal portfolio project one:</p> <p>Record ideas, observations and insights.</p> <p>Basic recording methods such as technical drawing and photography.</p> <p>Basic understanding and interpretation of the work of Barbara Hepworth.</p> <p>Communicate insight through basic annotation.</p> <p>Record and experiment with a range of CAD/CAM equipment.</p> <p>Be able to achieve high-quality finish in the work produced.</p> <p>Reflect on my progress and plan my next work.</p>	<p>Personal portfolio project two:</p> <p>Record ideas, observations and insights.</p> <p>Basic recording methods such as technical drawing and photography.</p> <p>Basic understanding and interpretation of the work of seating designers and design movements.</p> <p>Communicate insight through basic annotation.</p> <p>Record and experiment with a range of CAD/CAM equipment.</p> <p>Be able to achieve a high-quality finish in the work produced.</p> <p>Reflect on my progress and plan my next work.</p>	<p>Personal portfolio project three:</p> <p>Record ideas, observations and insights.</p> <p>Recording methods such as technical drawing and photography.</p> <p>Clear understanding and interpretation of the work of architects and designers.</p> <p>Communicate insight through annotation.</p> <p>Be able to record and experiment with a range of CAD/CAM equipment.</p> <p>Be able to achieve a high-quality finish in the work produced.</p> <p>Reflect on my progress and plan my next work.</p>
Applying and evaluating	Select and use a variety of media and techniques to record ideas and observations in a personal response .	Select and use a variety of media and techniques to record ideas and observations in a personal response .	Select and use a variety of media and techniques to record ideas and observations in a personal response .

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Subject	3D design Half term 1&2 Investigation 60% non-examined assessment Investigation	3D design Half term 3&4 External exam 40% non-examined assessment. External exam	3D design Half term 5&6 Refinement
Knowledge/skills Overview	<p>Sustained project: Portfolio.</p> <p>Record a range of ideas observations and insights.</p> <p>Selected a range of recording methods. Interpret and draw influence from the work of others. Communicate insight through in-depth annotation.</p> <p>Refine ideas and explore a range of potential outcomes.</p> <p>Experiments using CAD/CAM.</p> <p>Evaluate my own work and identify areas for development or improvement.</p> <p>Be able to present a high-quality personal response that draws influence from my design process.</p>	<p>Externally set assignment (ESA) from exam board with a set of briefs.</p> <p>Record a range of ideas observations and insights.</p> <p>selected a range of recording methods. Interpret and draw influence from the work of others. Communicate insight through in-depth annotation.</p> <p>Refine ideas and explore a range of potential outcomes.</p> <p>Record a range of technically challenging experiments using CAD/CAM. Be able to achieve an exceptionally high-quality finish in the work produced Critically evaluate my own work and identify areas for development or improvement. Present a high-quality personal response that draws influence from my design process.</p>	<p>Record a range of ideas observations and insights Skilfully selected a range of recording methods. Interpret and draw influence from the work of others.</p> <p>Skilfully communicate insight through in-depth annotation.</p> <p>Refine ideas and explore a range of potential outcomes.</p> <p>Record a range of technically challenging experiments using CAD/CAM.</p> <p>Be able to achieve an exceptionally high-quality finish in the work produced.</p> <p>Critically evaluate my own work and identify areas for development or improvement. Be able to present a high-quality personal response that draws influence from my design process.</p>
Applying and evaluating	<p>Students will: Select and use a variety of media and techniques to record ideas and observations in a personal response.</p>	<p>Students will: Select and use a variety of media and techniques to record ideas and observations in a personal response.</p>	<p>Students will: Select and use a variety of media and techniques to record ideas and observations in a personal response.</p>