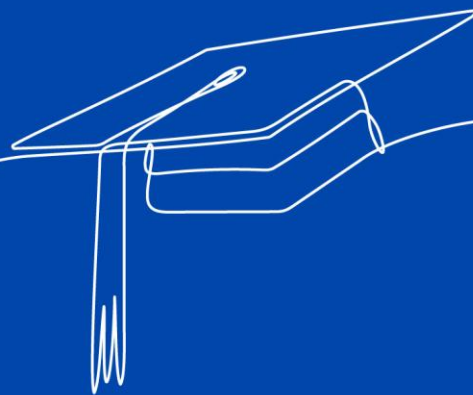


Art & Design

curriculum overview



Art & Design at Tenbury High Ormiston Academy

Key stage 3, Years 7, 8 and 9

Our KS3 Art & Design curriculum aims to nurture creativity, confidence, and visual literacy in every pupil. We want pupils to explore a wide range of materials, techniques, and artistic traditions so they can express ideas, emotions, and observations with increasing skill and independence. Through studying artists, designers, and craftspeople from different cultures and time periods, pupils learn that art is a powerful form of communication and a vital part of human experience.

We encourage pupils to take creative risks, reflect on their work, and develop resilience through experimentation. They learn to analyse and evaluate artwork using appropriate vocabulary, building an understanding of how visual choices influence meaning. Ultimately, our intent is for pupils to leave KS3 with strong practical skills, an appreciation of artistic diversity, the confidence to create and respond to art with imagination and purpose, and the enthusiasm to study art further.

Key stage 4, Years 10 and 11

Our KS4 Art & Design curriculum is designed to prepare pupils for success in Art & Design GCSE using the AQA exam board.

Building on strong foundations from KS3, pupils will learn to create art inspired by a range of artists and works. They will develop their analytical and development skills and will show their creativity by creating an art portfolio of their own, working increasingly independently.

As well as leaving KS4 with a strong qualification in GCSE Art & Design, our intent is that this curriculum sets pupils up with the skills that will allow them a lifetime of enjoyment through art, and the ability to pursue a future in art and design and many related careers.

GCSE course information

Exam board	AQA
Course	GCSE Art & Design: Art, craft and design (8201), Three-Dimensional Design (8205)
Specification and resources	https://www.aqa.org.uk/subjects/art-and-design

Year 7

The Year 7 Art, Craft and Design curriculum is designed to build pupils' foundational practical skills and their knowledge of the domain, while nurturing their creativity and confidence. Pupils will develop the ability to observe carefully, think visually, and communicate ideas, feelings, and meaning through practical making.

The curriculum builds on Key Stage 2 experiences and introduces essential skills, materials, techniques, and formal elements of art. Students are taught to explore, experiment and reflect, while developing confidence in drawing, making and understanding the work of artists. Through a balance of practical and theoretical learning, pupils gain the knowledge and skills needed to progress successfully in art as they move through Key Stage 3; the content in Year 7 serves as a basis for deeper learning in later years.

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
The Art Elements Line, tone, observational drawing	The Art Elements Colour, space, shape, pattern, symmetry	Pokémon Introduction to sculpture	Fantasy Creatures Imaginative drawing and pen control	Fantasy Creatures How to enlarge, refine and work with ink	The Bigger Picture Introduction to perspective

Assessments will take place in January and June and we will share revision information a few weeks before each assessment.

Year 8

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Scapes and Silhouettes How to capture light and paint like Monet in water colour	Our Local Area How to create movement and atmosphere with oil pastel	The Bigger Picture Scale, view point and perspective	Biomimicry How the natural world can inspire architectural design	Fantasy Buildings How to work with pen and coffee	The City Mixed media relief sculpture

Assessments will take place in January and June and we will share revision information a few weeks before each assessment.

Year 9

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
The Human Form Proportion, body language and movement	Let's Face It Mixed media portrait sculpture	Emotion Typography, visual metaphors, Surrealism	It's All in the Mind Emotive self-portraits	Get Real Realism techniques	African and Egyptian Art Pattern, symmetry, coffee painting, collage

Assessments will take place in January and June and we will share revision information a few weeks before each assessment.

Year 10

In year 10, students will practise and refine a wide range of skills, draw inspiration from other artists' work and start to pull together their own art portfolio.

Art, Craft and Design (8201)

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Skills workshops Introduction to the course, photography, printmaking	Skills workshops Colour theory, experimentation, synthesis – acrylic, pencil, ink, natural pigment	Component 1 (Sustained project) Direct observation, monochrome - coffee, chalk, charcoal, white pencil	Component 1 (Sustained project) Distortion – collage, digital, biro, woven photography	Component 1 (Sustained project) Personal direction and working with clay	Component 1 (Sustained project) Idea generation and experimentation

Three-Dimensional Design (8205)

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Skills workshops Introduction to the course, photography, surfaces, direct observation	Skills workshops Embossing, debossing, glazing, surface decoration	Component 1 (Sustained project) Modroc, foam carving	Component 1 (Sustained project) Earthenware vessel	Component 1 (Sustained project) Plaster carving, papier mache	Component 1 (Sustained project) Laser cutting, working with jigs, contemporary textiles

Year 11

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Component 1 (Sustained project) Idea generation and experimentation	Component 1 (Sustained project) Personal response and refinement	Exam Component Research, observation, investigation	Exam Component Idea generation, experimentation, personal response	<i>Exams</i>	<i>Exams</i>