



Topic name	Term	Skills developed	Link to NC subject content	Prior learning	Next curriculum link
Fina Art Insect: Develop observational recording and mixed media skills.	Autumn	- Explore different methods of recording insects through observational drawing and photographic sources. - Record fine details, shapes, line, colour, pattern and texture found in insects and butterflies. - Investigate the work of artists such as Jan van Vesssem and Kirsty Patterson, analysing how they use composition, colour, texture and mixed media techniques. - Analyse, discuss and present artist research through annotation and written responses. - Experiment with a range of drawing, painting and mixed media techniques including pencil, pen, coloured pencil, watercolour, collage and surface manipulation. - Create layered background surfaces using a variety of materials and processes, including collage, stencilling, paint effects and texture-building techniques. - Develop understanding of colour theory through blending, shading and watercolour glazing techniques. - Produce an insect-inspired mixed media artwork demonstrating observational drawing, creative composition, texture, layering and personal response. - Refine ideas through experimentation, feedback and the selection of appropriate materials and techniques.	Students will be taught: - To develop creativity, technical skills and personal responses through the Fine Art process. - To investigate and critically understand the work of artists, craftspeople and designers and apply this knowledge to their own work. - To use a range of recording techniques to observe, analyse and communicate visual information. - To explore and manipulate a variety of media, materials and processes including drawing, painting, collage and mixed media. - To understand and apply the formal elements of art and design including line, tone, colour, texture, form, pattern and composition. - To analyse and evaluate their own work and that of others in order to refine ideas and improve outcomes. - To respond to feedback and identify opportunities to improve and 'Level Up' their work throughout the project. - To develop knowledge and understanding of the history of art, craft and design through the study of historical and contemporary artists.	Drawing and recording skills, artist analysis, Creative presentation. Awareness of Good Citizenship, Self-awareness and Self Expression, Artist influences, Building up confidence and resilience Good Moral values, Creative process, Developing individuality,	<i>Year 10 GCSE Fine Art</i> <i>Investigate artists (AO1)</i> <i>Record observations (AO3)</i> <i>Develop ideas (AO2)</i> <i>Produce personal outcomes (AO4)</i>



Textile Design Mini Beasties: Apply drawing and design skills to a 3D textile outcome	<i>Autumn/ Spring</i>	- To learn about the artists and the artwork they make, investigating inspirations, processes, materials and techniques through making. - To analyse, discuss and present research including written notes. - To demonstrate an understanding of artists and designers work by producing artwork that show knowledge of composition, scale, form, colour, style and techniques appropriate to focussed artist Louise Evans aka “Felt Mistress”. - To develop initial ideas informed by primary and secondary resources and exploring the artists techniques - To reflect and adapt initial ideas and refine shapes and patterns to develop an appropriate composition, suitable for the felting technique adopted by the artist. - To explore ideas by selecting appropriate coloured felts and applying decorative details to show understanding of form and structure. - To develop skills using textiles techniques with confidence. - To develop a textile mini beastie inspired by initial contextual source that incorporates felt collage, hand embroidery and embellishment.	Students should be taught: - To use a range of techniques and media to record their design ideas for their mini beastie. - To use a range of textile techniques and processes to create their beastie. - To analyse and evaluate their own work and that of others in order to refine ideas and improve outcomes. - To respond to feedback and identify opportunities to improve and 'Level Up' their work throughout the project. - Learn about the history of art, craft, design. - To increase their proficiency in the handling of different materials.	Drawing, design skills, artist analysis, textile skills and processes, Creative presentation. Gaining artist understanding, Design process, Good moral values Awareness of good citizenship, Careers, Self-Expression, Building confidence and resilience, Tolerance, Design Appreciation, Imagination, Individuality.	<i>Year 10 GCSE Textile Design</i> <i>Investigate artists (AO1)</i> <i>Record observations (AO3)</i> <i>Develop ideas (AO2)</i> <i>Produce personal outcomes (AO4)</i>
Graphic Design Mini Beastie habitat illustration: Apply design and composition skills to create a graphic outcome.	<i>Spring/ Summer</i>	- To build upon knowledge of designing and drawing processes, exploring techniques in pencil, paint, coloured felt pens and paint pens. - To learn about the formal elements of graphic design- line, form, structure, tone, colour and composition.	Students should be taught: - To use a range of techniques and media to record their observations and ideas. - Learn about the history of art, craft, design. - To use a range of techniques and media, to increase their proficiency in the handling of different materials.	Drawing, design skills, artist analysis, Graphic skills and processes, Creative presentation. Gaining artist understanding, Design process,	<i>Year 10 GCSE Graphic Communications</i> <i>Investigate artists (AO1)</i> <i>Record observations (AO3)</i>



		- To developing a basic understanding of simple natural form pattern and illustration methods. - To learn about different artists and designers and the work they make. - To understand how artists are influenced by others, making connections with fauvist art movement previously studied in Year 8. - Analysing artist' work visually and producing design work that shows knowledge of composition, form, colour, style and techniques. - How to use media, materials, and processes appropriately. - To produce a final personal microhabitat illustration for a mini beastie.	- To demonstrate an understanding of artists and designers work by producing design work that show knowledge of composition, form, colour theory, style and techniques appropriate to focussed artists. - To analyse and evaluate their own work and that of others in order to refine ideas and improve outcomes. - To respond to feedback and identify opportunities to improve and 'Level Up' their work throughout the project. - To present work to show creativity capturing the theme and evidencing skills learnt.	Awareness of good citizenship, careers Working to a design brief, Individuality, Imagination, Building confidence, Tolerance, Design Appreciation, Confidence, Painting Skills.	<i>Develop ideas (AO2)</i> <i>Produce personal outcomes (AO4)</i> <i>Refine, Review, Resolve project work</i>
Refine, Review, Resolve Consolidate and improve outcomes across disciplines in preparation for GCSE.	Summer 2	Review assessment feedback, evaluate strengths and areas for development, create personal action plans, refine practical outcomes, improve presentation, complete evaluations, develop independence and resilience.	Analyse and evaluate own work and that of others; improve and refine ideas; increase proficiency in handling materials and processes; present a personal response.	Fine Art Insect Project, Textile Mini Beasties, Graphic Microhabitat Illustration.	<i>Year 10 GCSE Fine Art, Textile Design and Graphic Communication.</i>