

1 CURRICULUM MAP ART & DESIGN KS5

KS5	GRAPHICS	TEXTILES	ART	3D	PHOTOGRAPHY
	<p>This is an art-based Graphic Design course. We introduce students to a broad range of styles and design movements. Students will be involved in designing, creating, and solving graphical problems to meet the needs of commercial briefs. Visual communication is key. The course begins with a variety of workshops aimed at allowing students to explore the history of typography. They will be introduced to genres of design from the 20<sup>th</sup> Century such as; The Bauhaus, Art Deco, Constructivism, Dada, Swiss Style and Op Art. This will allow them an insight into the meaning, function, style, scale, colour, and content of the chosen area of graphic communication.</p> <p>They will get the opportunity to explore drawing, a variety of printmaking, collage, and digital media such as Adobe Photoshop and Illustrator. Through a branding project, students will develop integrated knowledge, skills and understanding of the following: how packaging is determined by its contents, marketing briefs, clients and audiences, brand identity, brand loyalty, making suitable production drawings,</p>	<p>A-Level Textiles is a creative and practical course focused on developing your skills in design, experimentation, and making, as well as building your understanding of textiles within a broader cultural and historical context. Here's a breakdown of what you can expect to study:</p> <p><b>Drawing &amp; Designing:</b> You will explore a variety of drawing techniques, both freehand and digital, to communicate your ideas visually.</p> <p><b>Fabric Manipulation:</b> Learning about different fabric types and how to manipulate them through techniques like pleating, quilting, and gathering bonding</p> <p><b>Textile Techniques:</b> Experimenting with techniques such as embroidery, dyeing, printing, fabric painting weave, crochet, fashion drawing, felting and free machine embroidery</p> <p><b>3D Construction:</b> Exploring the construction of textiles in three dimensions, which could include fashion garments, soft furnishings,</p>	<p>In A-Level Art you'll explore a broad range of creative skills, techniques, and concepts. The focus is on developing your technical ability, critical thinking, and personal style, often culminating in a portfolio that showcases your strengths and creative journey.</p> <p><b>Drawing and Painting:</b> Learning techniques across a range of media like pencil, charcoal, ink, watercolour, and acrylics to build strong foundational skills in observation, composition, and colour. <b>Printmaking:</b> Techniques such as lino cutting, screen printing, and etching, which allow you to explore line, texture, and pattern. <b>Sculpture and 3D Work:</b> Experimenting with materials like clay, wire, or found objects to develop skills in form, structure, and spatial design. <b>Digital Art:</b> Using software like Photoshop or Illustrator to create digital compositions, collages, and manipulated imagery, as well as exploring graphic design principles. <b>Exploration of Materials and Techniques</b></p> <p><b>Mixed Media:</b> Combining various materials (e.g., paint, collage, textiles) to produce rich, layered effects and develop unique approaches to creating visual textures. <b>Photography:</b> Basic photography and digital editing, often used to gather primary visual</p>	<p>In year 12 students explore shape and form in structures, both the in the built environment and in nature. They study a variety of artists including Piet Mondrian and Kengo Kuma, which leads on to experimenting with 3D structures in paper and card using techniques like joining, folding, attaching etc. Structural investigations and samples are created. Wire frame modelling and frame building in MDF and Acrylic. Students are introduced to CAD (SketchUP) to develop digital structures. Students explore ideas through linear collage work, sketching and graphite rubbings. There is a trip option to Yorkshire Sculpture Park – finding links with 3D sculptors/artists. Focus on Sean Scully 'Crate of Air' Intro/re-cap to Adobe Illustrator and the laser cutter. Students to design and make a table light/lamp shade to house an LED light source, based on structural form. They will fabricate a 3D lampshade using a wide range of materials and joining techniques. Introduction to styrofoam, sheet MDF, sheet aluminium and the machinery and hand tools used to cut and finish. We take the group on a London Gallery Visit and a Manchester Architecture Photography tour. Concrete</p>	<p>Students will learn about different technical and aesthetic aspects of photography through a variety of workshops, including the exposure triangle, lighting, depth of field, lenses, and instruction in Photoshop. Students will be expected to learn how to present their images using a variety of sources for inspiration including the environment, fashion, street photography, still life and figure/portrait. They will focus on digital photography and manipulation, learning a variety of Photoshop and Lightroom manipulation techniques, as well as physical processes. We offer the opportunity to experience darkroom practice and wet media and traditional image production techniques such as cyanotype. Students are given the choice to present either sketchbooks or digital portfolios, created using PowerPoint presentations. Final outcomes are printed on a large format inkjet printer and presented in a variety of ways, offering a wide range of creative opportunities.</p> <p>Students will have access to PCs with Photoshop, a photo studio, dark room and there are a selection of DSLR cameras,</p>

<p>which may include computer-generated ideas and developments, illustration decoration or pattern for packaging, development and construction of three-dimensional prototypes, considering production materials, recyclable design, using sustainable or renewable materials.</p> <p>There will be the opportunity to explore character design and illustration through book cover project, and information graphics through different types of illustration both traditional and digital.</p> <p>There will be a walking tour of the London galleries and a visit to Manchester Metropolitan University Degree Shows.</p>	<p>or textile sculptures.</p> <p>Pattern Making: Basic pattern cutting and garment construction, creating templates and sewing techniques.</p> <p>A-Level Textiles encourages you to push creative boundaries while giving you practical skills that are valuable for further studies or a career in fashion, design, or textile arts.</p> <p>Trips and additional Workshops</p> <p>London visits to 2 galleries and walking tour</p> <p>Bolton University visit</p> <p>Knitting and Stitching show</p>	<p>resources or incorporate into mixed-media pieces.</p> <p><b>Experimentation with Scale and Presentation:</b> Working on projects of varying sizes to challenge your compositional skills and presentation style. <b>Art History and Contextual Understanding</b> inspire and inform your own work, such as Impressionism, Surrealism, Cubism, or contemporary art.</p> <p><b>Critical Analysis:</b> Developing your ability to analyse and critique artwork, both your own and others', with a focus on elements like colour, form, mood, and symbolism. <b>Cultural and Historical Context:</b> Understanding how art reflects and responds to social, political, and cultural contexts, both historically and in contemporary practice. <b>Portfolio Development</b> Throughout the course, you'll build a portfolio showcasing your journey from initial ideas to final outcomes. This will include sketches, studies, experimentations, and completed works, showing a clear progression of ideas and skills.</p> <p>A-Level Art encourages both creative freedom and technical discipline, preparing you for further studies or creative fields.</p>	<p>casting. Students study the Brutalism Architecture movement and the artist David Umemoto. The learning focusses on the experimentation process of producing casts using wood, plastics, corrugated card etc. They explore texture and detailing throughout their work. Students learn about what makes a successful mould and how it can impact on a successful outcome. They then mix and prepare concrete to different strengths to explore how a variety of finishes can be achieved.</p> <p>Investigating Organic Form. Students will explore shape through a variety of processes and techniques. Modelling clay, manipulating paper through scrunching, crushing, folding, tearing and moulding to create organic shapes. Documenting through photography and exploring the use of light and shadow. To follow, students are taught to carry out a range of observational sketches using a range of different mediums pencil, colouring pencil, fine-liner, biro etc. Introduction to Ceramics - Shaping, firing and glazing. Students will further explore organic form using a variety of clay modelling techniques, rolling a ball of clay, rolling snakes with clay, squeezing the clay, pulling and pinching the clay, carving details</p>	<p>lenses and tripods which we loan out. We do rely on students generally having their own kit to back this up.</p> <p>Trips and additional workshops</p> <p>Tatton Park landscapes workshop</p> <p>Portraiture lighting workshop with The Knutsford Photographic society</p> <p>London visit to 2 galleries and walking tour</p> <p>Manchester architecture shoot</p> <p>Bolton University visit, experience of darkroom techniques.</p>
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<b>All Disciplines</b>				
<p><b>Personal Investigation (Component 1)</b></p> <p><b>Personal Project:</b> You'll choose a theme that resonates with you and build a cohesive body of work around it. This includes research, experimentation, and a final piece that showcases your style and ideas.</p> <p><b>Written Personal Study:</b> A critical study (usually 1,000-3,000 words) that connects your practical work with art theory and history, often focusing on artists or movements that have influenced your project.</p>	<p><b>Exam Unit</b></p> <p>You will receive an <b>exam paper</b> with a choice of themes or prompts, which you explore over a preparatory period. During this time, you develop ideas and plan your approach, leading to a final, timed practical exam (often 15 hours) where you create a finished piece based on your preparatory work.</p>			

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