



**Curriculum Overview:**  
**Year group: Year 10 Art GCSE**

**What your child will learn each half term**

This overview shows the key topics, skills, and knowledge your child will be learning in **Art GCSE in Year 10**. It helps families understand what's being taught, how it builds on previous learning, and how you can support your child at home.

- **What we are learning:** The topic or focus for the half term.
- **Key knowledge & skills:** What students should understand and be able to do.
- **How we assess learning:** knowledge checks, practical tasks, written responses and formal assessments.
- **Key words to know:** Vocabulary students will learn and use.

Half term	What we are learning	Key knowledge and key skills	How we will assess learning in this unit	Homework	Key vocabulary for this unit
Autumn Half Term 1	Natural Forms	Aspects of drawing. Using natural forms as a starting point exploring mark making techniques. Using a range of different materials. Completing a sketchbook. Developing skills through investigating. Selecting and experimenting with materials. Develop understanding of processes and techniques.	Working within AQA GCSE assessment frameworks and standards. Year 10 will create a portfolio which will support and evidence the requirements of AQA GCSE Art and Design.	Set on Sinergy as part of portfolio progression.	Mark making Cross Hatching Pen Drawing Tonal variation Presentation Portfolio
Autumn Half Term 2	Natural Forms	Continued natural forms project. Drawing using different media. Being inventive and exploring work through sketchbooks. Creating final outcomes in still life drawing and painting (shells). Looking an analysing artists work. Assessment AQA GCSE standards	Working within AQA GCSE assessment frameworks and standards. Year 10 will create a portfolio which will support and evidence the requirements of AQA GCSE Art and Design.	Set on Sinergy as part of portfolio progression.	Collage Paint application. Charcoal techniques Georgia Okeeffe Karl Blossfeldt Paul Cezanne
Spring Half Term 3	Natural Forms	Natural forms. Animal eyes Finished outcomes in paint and 3d mixed media. Keeping sketchbooks. Responding with purpose to develop skills. Working in a range of scales.	Working within AQA GCSE assessment frameworks and standards. Year 10 will create a portfolio which will support and evidence the requirements of AQA GCSE Art and Design.	Set on Sinergy as part of portfolio progression.	Modroc 3D Papier Mache Texture Finish Scale
Spring Half Term 4	Natural Forms  Illustration/Character Design/Graphic Artist styles.	3d mixed media continue for 3-week overlap. Creative character design project. Exploring the styles of Graphic artists in a range of styles and genre, including Tim Burton. Designing Superhero character and applying as illustrative book or magazine cover.	Working within AQA GCSE assessment frameworks and standards. Year 10 will create a portfolio which will support and evidence the requirements of AQA GCSE Art and Design.	Set on Sinergy as part of portfolio progression.	Graphic Artist Genre Visualisation Storyboard Layout Tim Burton Jamie Hewitt (Gorillaz)

Summer Half Term 5	Illustration/Character Design/Graphic Artist styles.	Completing final outcomes for C/W Portfolio.	Working within AQA GCSE assessment frameworks and standards. Year 10 will create a portfolio which will support and evidence the requirements of AQA GCSE Art and Design.	Set on Sinergy as part of portfolio progression.	Manga Plan/Design
Summer Half Term 6	Steam Punk	Designing and exploring illustration in the genre of Steam Punk. Creating final outcomes. Assessments. Understanding AQA GCSE standards	Working within AQA GCSE assessment frameworks and standards. Year 10 will create a portfolio which will support and evidence the requirements of AQA GCSE Art and Design.	Set on Sinergy as part of portfolio progression.	Steam Punk Victorian Era, Industrial Revolution, steam-powered machinery, gears, airships, goggles, top hats, clockwork, automatons, rebellion, and retro-futurism.