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| **Subject Yearly Overview 2021-2022 – An Introduction** |
| **Subject: Year 10 Art** | **TOPIC** | **COMPONENT** | ***Notes:*** *Why are you delivering this topic at this time of year?* |
| **Autumn 1** | **Sky High -** Complete work for AO1 & AO2 - Project 1 | WEEK LO1 Create a VR sheet based on your chosen contemporary artist with annotation2 Create a VR sheet based on your chosen modernist artist with annotation3 Upscale your chosen contemporary painting to A14 Upscale your chosen Modernist painting to A15 Develop your piece using an alternative 2D media6 Develop your piece in monochrome using an alternative 2D media | * Ensure pupils understand requirements of GCSE
* Understand the design process
* Gain an understanding of the importance of research for both GCSE requirements and enriching ones own work.
* Amass visual research to build a solid base for the project
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| **Autumn 2** | **Sky High -** Complete work for AO3 & AO4 - Project 1 | WEEK LO1 Create a design sheet of ideas for your final piece2 Create a moodboard 3 Create a series of samples/maquettes4 Create a series of samples/maquettes5 Present a personal and meaningful response6 Present a personal and meaningful response | * Understand the importance of developing work from visual research
* Understand the time contraints required for GCSE study
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| **Spring 1** | **Shade** - Complete work for AO1 & AO2 - Project 2 | WEEK LO1 Create a VR sheet based on your chosen artist with annotation2 Create a series of drawings based on your chosen artist in 2D media3 Create observational drawings in the style of your artist4 Develop your drawings in a medium that the artist uses5 Develop your drawings in a medium that the artist uses | * Understand the importance of using shade to create three dimensions to increase skill level
* Understand the design process
* Compound understanding of the importance of research for both GCSE requirements and enriching ones own work.
* Amass visual research to build a solid base for the project
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| **Spring 2** | **Shade -** Complete work for AO3 & AO4 - Project 2 | WEEK LO1 Create a design sheet of ideas for your final piece2 Create a design sheet of ideas for your final piece3 Create a series of samples/maquettes4 Create a series of samples/maquettes5 Create a series of samples/maquettes6 Annotate all of your work | * Understand the importance of developing work from visual research
* Understand the time contraints required for GCSE study
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| **Summer 1** | **Shade** - Complete work for AO3 & AO4 - Project 2 | WEEK LO1 Create a VR sheet based on your chosen contemporary artist with annotation2 Create a VR sheet based on your chosen modernist artist with annotation3 Upscale your chosen contemporary painting to A14 Upscale your chosen Modernist painting to A15 Develop your piece using an alternative 2D media6 Develop your piece in monochrome using an alternative 2D media | * Experience GCSE exam conditions
* Understand the time contraints required for GCSE study
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| **Summer 2** | **Summer -** Create a group art installation - Project 3 | WEEK LO1 Research installation art and create a VR sheet2 Create a design ideas sheet3 Create a series of samples/maquettes4 Create a series of samples/maquettes5 Present a meaningful and personal response | * Make use of the outdoors as weather is better
* Teamwork required to create largescale artworks, pupils will be well bonded as a group
* Less formal approach to lessons in keeping with the last term of the academic year
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