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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 LO  1 Create a VR sheet based on your chosen contemporary artist with annotation  2 Create a VR sheet based on your chosen modernist artist with annotation  3 Upscale your chosen contemporary painting to A1  4 Upscale your chosen Modernist painting to A1  5 Develop your piece using an alternative 2D media  6 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 |
| **Autumn 2** | **Sky High -** Complete work for AO3 & AO4 - Project 1 | WEEK LO  1 Create a design sheet of ideas for your final piece  2 Create a moodboard  3 Create a series of samples/maquettes  4 Create a series of samples/maquettes  5 Present a personal and meaningful response  6 Present a personal and meaningful response | * Understand the importance of developing work from visual research * Understand the time contraints required for GCSE study |
| **Spring 1** | **Shade** - Complete work for AO1 & AO2 - Project 2 | WEEK LO  1 Create a VR sheet based on your chosen artist with annotation  2 Create a series of drawings based on your chosen artist in 2D media  3 Create observational drawings in the style of your artist  4 Develop your drawings in a medium that the artist uses  5 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 |
| **Spring 2** | **Shade -** Complete work for AO3 & AO4 - Project 2 | WEEK LO  1 Create a design sheet of ideas for your final piece  2 Create a design sheet of ideas for your final piece  3 Create a series of samples/maquettes  4 Create a series of samples/maquettes  5 Create a series of samples/maquettes  6 Annotate all of your work | * Understand the importance of developing work from visual research * Understand the time contraints required for GCSE study |
| **Summer 1** | **Shade** - Complete work for AO3 & AO4 - Project 2 | WEEK LO  1 Create a VR sheet based on your chosen contemporary artist with annotation  2 Create a VR sheet based on your chosen modernist artist with annotation  3 Upscale your chosen contemporary painting to A1  4 Upscale your chosen Modernist painting to A1  5 Develop your piece using an alternative 2D media  6 Develop your piece in monochrome using an alternative 2D media | * Experience GCSE exam conditions * Understand the time contraints required for GCSE study |
| **Summer 2** | **Summer -** Create a group art installation - Project 3 | WEEK LO  1 Research installation art and create a VR sheet  2 Create a design ideas sheet  3 Create a series of samples/maquettes  4 Create a series of samples/maquettes  5 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 |