



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7	<p>Year 7 Technology Rotation 1900's Art Movements, Dadaism collage and The Visual Elements in Art</p>					
8	<p>Year 8 Technology Rotation Creative Careers in Art and Design</p>					
9	<p>Year 9 Technology Rotation Confectionery - Techniques and processes from the GCSE Specification</p>					
10	<p>Year 10 Art GCSE (NEA 60%) Throughout Year 10 learners will develop their 60% coursework project in an A3 portfolio. Students will undertake a number of workshops throughout year 10 to help develop their skills and techniques in Art and Design. Experimenting with two- and three-dimensional material and techniques.</p>					
11	<p>Year 11 Art GCSE (NEA 60%) In the final year learners will draw their coursework project to a close. Exploring final design ideas and producing outcomes</p>		<p>Year 11 Art GCSE (EXAMINATION UNIT 40%) Learners will be given five topics from the OCR examination board and will develop a mini project from one of the topics. Learners will tailor their projects to a final outcome, ready to complete in a 10-hour practical exam. No written examinations.</p>			
12	<p>BTEC LEVEL 3 - UNIT 2 Critical and Contextual Studies in Art and Design</p>		<p>BTEC LEVEL 3 - UNIT 1 Visual Recording and Communication</p>			
13	<p>BTEC LEVEL 3 - UNIT 3 The Creative Process</p>			<p>BTEC LEVEL 3 - UNIT 12 Fine Art, Materials, Techniques and Processes</p>		

Curriculum Rationale: Pupils will explore and experiment with a wide range of materials, techniques and processes in Art and Design. Discovering a diverse range of art and design practitioners that will help guide and inspire personalised outcomes. Pupils will take part in workshops which will allow them to investigate various crafts and creative pathways for further education.