



**School Intent:** Our curriculum provides pupils with the knowledge and experiences which will interest and empower them to thrive in the workplace and make informed contributions to our democratic society

**Art Curriculum intent:** In the Art Department we engage with the creative process of Art, Craft and Design. Empowering our pupils to develop their practical skills using a range of materials, techniques and processes to become creative independent learners. Developing critical understanding through investigation to generate instinctive curiosity and desire to create. Pupils show this through a range of visual and written stimuli.

**Curriculum rationale:** The Art curriculum has been designed to develop and capture pupil's creativity. We want pupils at Barr Beacon to experience a broad range of materials, techniques and processes in their curriculum. Exploring both historical and contemporary Art movements and artists to develop knowledge that will interest and empower them in their Art. Our curriculum map strives to build on pupil's confidence and resilience when creating artwork. All sections of the curriculum allow pupils to gain not only the knowledge of technical art skills but also the experiences and this is what our whole school statement promotes. Our beacon values help support the Art curriculum, in particular Be yourself, Consideration for other and Own what you do. The teaching staff supports pupils' creative intentions and have developed projects that hold interesting and engaging topics for pupils in today's society.

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
7	<b>Year 7 Technology Rotation</b> <b>Hundertwasser Project</b> – Developing Observational drawing techniques and referring to art history references.					
8	<b>Year 8 Technology Rotation</b> <b>Confectionary Project</b> – Developing Observational drawing and media techniques and referring to art history references.					
9	<b>Year 9 Technology Rotation</b> <b>Portrait Project</b> - Techniques and processes from the GCSE Specification					



<b>10</b>	<b>Year 10 Art GCSE</b> (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.	
<b>11</b>	<b>Year 11 Art GCSE</b> (NEA 60%) In the final year learners will draw their coursework project to a close. Exploring final design ideas and producing outcomes.	<b>Year 11 Art GCSE</b> (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.
<b>12</b>	<b>BTEC LEVEL 3 - UNIT 12</b> Fine Art, Materials, Techniques and Processes	<b>BTEC LEVEL 3 - UNIT 1</b> Visual Recording and Communication
<b>13</b>	<b>BTEC LEVEL 3 - UNIT 2</b> Critical and Contextual Studies in Art and Design	<b>BTEC LEVEL 3 - UNIT 3</b> The Creative Process