



Curriculum Overview: Year 9 3D Design – WJEC GCSE Art & Design (3D)

Year 9 Autumn Term 1		
<p>What are we learning? Basic skill building - Building skills in 3d modelling and observational drawing skills. Knowledge building – building knowledge of the Pop Art movement and the work of artist Linda Woods.</p>	<p>What knowledge, understanding and skills will we gain?</p> <p>Knowledge</p> <ul style="list-style-type: none"> • Students will develop basic knowledge of different modelling materials. • Students will develop a basic knowledge of the Pop Art design movement (era, influences, associated artists, style and features) • Students will develop a basic knowledge of the work of Linda Woods (background, life, work and influence) <p>Understanding</p> <ul style="list-style-type: none"> • Students are to understand the purpose of observational drawings when it comes to investigation. • Students will understand the difference between primary and secondary sources when it comes to sources of research and investigation. 	<p>What does excellence look like?</p> <ul style="list-style-type: none"> • Precision and accuracy in model making evident in outcomes. • Observational drawings are realistic and represent colours, tones, shapes, textures and perspective accurately. • Artist research shows evidence of students making objective conclusions and giving their opinions and emotional response. • Students using Pop Art as an influence show clear features of the style in their work whilst still adding their own personal touch to designs / 3d artwork.

	<p>Skills</p> <ul style="list-style-type: none"> • How templates are assembled to create 3D models. • How to fold and assemble neatly and accurately by scoring. • How to develop realism in observational drawings (tone, perspective, texture, proportion) • Students are to make a relief cardboard outcome inspired by pop art. 	
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Curriculum Overview: 3D Design

Year 10 Autumn Term 1			
What are we learning?	What knowledge, understanding and skills will we gain?	What does excellence look like?	What additional resources are available?
<p>How to be inspired by a theme and the work of others. Developing ideas using a range of techniques and processes.</p>	<p>Knowledge</p> <ul style="list-style-type: none"> • The work of other designers/artists • How to create ideas • Investigating the work of others <p>Understanding</p> <ul style="list-style-type: none"> • The work of others • How to produce work using different methods and techniques <p>Skills</p> <ul style="list-style-type: none"> • Drawing 	<p>The ability to present work in a well organised way.</p> <p>Creativity when developing ideas.</p> <p>Enthusiasm for the artist/designers being investigated.</p> <p>Annotation of work to explain the piece and evaluate it.</p>	<p>Sketchbooks/folders</p> <p>Computers</p> <p>Workshop facilities</p> <p>Annotation help sheets</p> <p>Check lists</p> <p>PLCs</p>

	<ul style="list-style-type: none"> • Research and investigation • Presentation of work 	Skilful and accurate use of equipment.	
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Curriculum Overview: 3D Design

Year 11 Autumn Term 1			
What are we learning?	What knowledge, understanding and skills will we gain?	What does excellence look like?	What additional resources are available?
How to be inspired by a theme and the work of others. Developing ideas using a range of techniques and processes.	<p>Knowledge</p> <ul style="list-style-type: none"> • The work of other designers/artists • How to create ideas • Investigating the work of others <p>Understanding</p> <ul style="list-style-type: none"> • The work of others • How to produce work using different methods and techniques <p>Skills</p> <ul style="list-style-type: none"> • Drawing • Research and investigation • Presentation of work 	<p>The ability to present work in a well organised way.</p> <p>Creativity when developing ideas.</p> <p>Enthusiasm for the artist/designers being investigated.</p> <p>Annotation of work to explain the piece and evaluate it.</p> <p>Skilful and accurate use of equipment.</p>	<p>Sketchbooks/folders</p> <p>Computers</p> <p>Workshop facilities</p> <p>Annotation help sheets</p> <p>Check lists</p> <p>PLCs</p>

Curriculum Overview: 3D Design

Year 12 Autumn Term 1			
What are we learning?	What knowledge, understanding and skills will we gain?	What does excellence look like?	What additional resources are available?
Introduction project: Set design and make Independent project	Knowledge <ul style="list-style-type: none"> • How to measure and cut accurately • How use a theme as inspiration Understanding <ul style="list-style-type: none"> • The importance of selecting the correct materials and equipment • The importance of investigations • Model making methods Skills <ul style="list-style-type: none"> • Model making • Presentation • Accuracy when working with tools and equipment 	Creative ideas Significantly different developments Accuracy with models and developments Professional presentation of work in sketchbooks Professional standard models Well developed ideas	Workshop facilities – tools and equipment. Wide range of materials. Checklist Sketchbooks

Curriculum Overview: 3D Design

Year 13 Autumn Term 1			
What are we learning?	What knowledge, understanding and skills will we gain?	What does excellence look like?	What additional resources are available?
Critical analysis – comparative study	Knowledge	Well-presented analysis of the work of two designers	Teams Computers/internet

	<ul style="list-style-type: none"> • The formal elements used by at least two designers <p>Understanding</p> <ul style="list-style-type: none"> • The context of the work of at least two designers <p>Skills</p> <ul style="list-style-type: none"> • Critical study of two or more designers • Analysis and judgments of the work of others 	<p>Cultural context of work analysed and discussed.</p> <p>2000 word presentation comparing and contrasting the work of two designers.</p>	<p>Supporting PowerPoint</p> <p>Sketch books</p>
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