

Three-Dimensional Design Art & Design GCSE

Intent:

Developing learners who can confidently and creatively translate ideas into reality through the selection and manipulation of materials

Context:

The knowledge and skills covered in 3D Art provide pupils with the opportunity to develop skills for a creative life

The Big Picture—Intent: 3D Art & Design involves designing and making for the real world. It can be expressive and personal, functional and technical. Students will develop an understanding of form, structure and space, and use drawing and model making skills to communicate ideas whilst being creative with materials, colours and textures. Students will have the opportunity to use a wide range of materials on this course including ceramics, paper, wood, wire, and metal. Students will gain confidence and problem-solving skills through exploring different construction techniques and processes.

Year 10
3D Art

| Content / Units | Skills | Knowledge | Prior—Y9 | Next—KS5 |
|---|---|---|---|--|
| Unit 1- Coursework component Unit 2- Externally set task | <p>understanding and skills and appreciation of the value of experimentation through engagement with the work of a range of contemporary and historical practitioners. Development of critical and contextual skills through researching and responding to the work of others. extend their understanding through documentation of the processes in a journal or notebook, using written annotation and technical language.</p> <p>Designing, selecting, refining and problem-solving. Chart the progress of their own work through design sheets and/or in a sketchbook or notebook recording and annotating design solutions and possible alternatives.</p> | <p>Students will develop their technical knowledge of working with a range of three-dimensional materials and process from experimentation through to application and evaluation</p> <p>Gaining a knowledge of responding to a starting point</p> <p>Developing a 3D language that can be applied to studies in Architecture, Product Design and Sculpture.</p> | <p>KS3 prior learning- Students will have experienced designing and making utilising a range of materials through both Art and Design Technology schemes. Students will have developed the 'toolbox' of visual language and will now refine these skills. Students will have a critical contextual awareness and a growing artistic vocabulary which will be further refined.</p> | <p>Students can move to A'level Product Design or Fine art or a range of apprenticeships where creativity and kinesthetic skills dominate.</p> |

| Implementation | Marches Futures Links | Summative Assessment |
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| <p>5 hours a week - Year 10 Term 1 Introductory phase 6-8 weeks : Introduce students to a range of short term activities related to the school's chosen areas of study within Three dimensional design. Students explore the possibilities of work with different types of finish and a range of materials. Students investigate a range of primary and secondary sources and possibly visit a museum or gallery, or work in school with an artist in residence.</p> <p>Term 1 . Main project phase 6-12 weeks : Students explore different ideas and experiment with a range of appropriate media, materials, techniques and processes. Students investigate sources such as the work of artists, craftspeople and designers to stimulate the development of ideas, which are refined and recorded through a process of experimentation and exploration of different ways of working. Students realise intentions in the form of a piece(s) of personal work informed by engagement with a preferred source(s) Term 2-Externally set task . Students select a theme to base a sustained project on covering all four assessment objectives.</p> | <p>Students will learn about the variety of careers available within the Art, Craft and Design sector.</p> <p>LORIC- Students will develop the LORIC skills and apply these throughout the course .</p> <p>Resilient and independent learners who have the skills to overcome challenges, solve problems and apply practical in life outside of school</p> | <p>Pupils will be graded on performance over all units in year 10 using GCSE marking criteria.</p> |

Impact:
The high quality skills and key knowledge linked to tools, materials and assembly are taught and clear for pupils to apply in assessments. Pupils can work independently on a range of task linked to high quality outcomes, they can select materials and tools appropriately and draw inspiration from a wide range of sources,