Exam Unit A04:
Refine the ideas/ processors to **create** a final piece to sum the whole project. (3 days exam)
Present work for the moderator.

ART & DESIGN
A-LEVEL OCR
H600
Exam (40%):
3 days

Exam Unit; A02;
Explore idea from the mood board, mind map and wider research through your **artist's processes or processes that link to your theme**. Ensure that you annotate after each piece your next steps and how it is influencing your project. Through this you should start to be critical in which areas you wish to take forward based on your theme. Narrow down ideas and plan your final piece ideas with annotations.

Exam Unit: 40% AO1 and AO3;
Choose **1 of 7 themes.** Present critiques of your developing ideas to the class. **Analyse and explain** how it forms **your investigation. Visit places** and produce sketches, photos, rubbings and notes. Refine drawings to help lead your project forward

Portfolio: A04:
Refine the ideas/ processors to **create** a final piece to sum the whole project.

EXAM PAPER DELIVERED

Portfolio A02
Explore your initial ideas by applying you're the learning gains you have made in Year 12
Ensure that you annotate your work to explain your reflections and the development of your work.

Portfolio A03;
Create drawings and photographs that demonstrate careful selection of image and technical skill.

Portfolio 60%
AO1 and AO3;
Research your theme. Present critiques of your developing ideas to the class. This could be through; surveys, articles, literature, films, tv, news, historical events etc...
Analyse and explain how it forms **your investigation**
Visit places and produce sketches, photos, rubbings and notes.

YEAR 13 A-LEVEL

START COURSEWORK

Exam Unit A01:
Explore Artists or any other influences that **links to your theme** and **take inspiration** through the **style** or **processes into your own work**

Portfolio: A01:
Explore Artists, designers, photographers or any other influences that **links to your theme** and **take inspiration** through the **style** or **processes into your own work**

Related study;
Analysis of where your work sits in the Art world

START OF A LEVEL

Skill building
Mini foundation;
Explore techniques, materials and processes. (3d; wire, tape, found materials, experimental drawings, printing, plastics).

Mock exam unit: AO1 and AO3;
To collect **wider research** and **investigate** your **theme. Present critiques** to the whole class. This could be through; surveys, articles, literature, films, tv, news, historical events etc.
Analyse and explain how it forms **your investigation**
Visit places and produce sketches, photos, rubbings and notes.

YEAR 12 A-LEVEL

Cultural movements:
Critically analyse cultural movements and carefully choose one to explore further. Creating an art piece influenced by your movement.

Mock exam unit; AO1 and AO2;
Critically analyse an artist's work and combine your ideas and their style**. Review** and **refine processes** and **ideas** to fit the theme.

Mock exam;
A04: Create four final piece designs. Experiment with materials. Produce a final piece.

Exam
Final piece produced in a 2 day exam.

ART GCSE
OCR J171
Exam (40%):
2 days

Exam unit: part 2
A01- Mind maps and mood boards that link to chosen theme. Artist's copy and critical analysis of how the artist's style or ideas will help your project further. **A02-** Explore and develop materials and processes that link to your artist's style or question. **A03-** Record through photoshoots and drawings of ideas from your mind maps

Mock Exam
Creating coursework final piece

Coursework unit: A04: Refine your ideas and processes through development and **create 4 final piece composition designs** that meet your intentions. Test out materials ready for the mock exam.

Coursework unit: A01 and AO2:
Produce **in the style** pieces by **analysing** the **material and techniques.** Critically explore materials and processes to answer the question of the project.

Exam unit: part 3
A02; Develop your ideas, influenced by artists and the wider context, to create **3-5 development pieces.**
A04; Refine and present your ideas by reviewing your work and critically assessing what went best.
Create **4 final designs** and **test out materials**.

EXAM PAPER DELIVERED

GCSE Exam unit 40%: part 1.
A01- Create mind maps, mood boards and question page to drive the project forward. Justify your choices of sources and link to theme.
A03- Record your ideas through a photoshoot and drawings of the mood board.

Distortion A01 and AO2: Develop your work, creating mixed media pieces. Refine your idea, materials and processors.

YEAR 11 GCSE

Coursework unit: A01
Choose 3 artists (Traditional, Modern, Photographer) to produce a copy and critical analysis of their work. Explain the link to your theme.

Coursework unit A03- Record : Take a photoshoot of portraits to be drawn and to draw second sources of the mood board. Refine by adding detail and a range of shades. Annotate by explaining the purpose, link to theme and explain your next steps.

START OF GCSE

YEAR 10 GCSE

UNIT 11a: GCSE
Skill building project: Food
A03- Draw from secondary sources.

UNIT 11c: GCSE
Skill building project Food
A03 - Record ideas, observations and insights relevant to intentions as work progresses. Photoshoots and editing Pixlr.com, Snapseed, Photobooth

UNIT 11e: GCSE
Skill building project FOOD
A04- **Present** a **personal and meaningful response** that realises **intentions** and, where **appropriate**, makes connections between visual and other elements .

GCSE Coursework unit 60%:
Distortion: A01: Create mind maps, mood boards and question page to drive the project forward. Justify your choices of sources and link to theme.

UNIT 10d: Identity Project: final piece
Developing your skills in composition and design by creating a final piece in **your choice of materials.**

UNIT 11b:Food Project
A01- Develop ideas through investigations, demonstrating critical understanding of sources. Mind maps, mood boards and question Justify your choices of sources and link to theme page.

UNIT 11d: Food
A02: Explore a range of materials (using oil pastels, inks, paint, 3d material**). Analyse an** artist's work. **Review** and **refine processes** and **ideas** to fit the theme.

YEAR 9 KS3

UNIT 10c: Identity Project: Landscapes
Explore how landscapes can represent identity. **Study a chosen artist's work** and create your own landscape using **mixed media.**

UNIT 10b: Identity Project: Objects
Exploring how objects can represent identity. Create a still life piece developing **painting skills.**

UNIT 10a: Identity Project: Portraits
Create an **observational portrait drawing of your face** using mirrors, primary sources or iPads. Refine your observational drawing, considering proportion, shape and line. **Study a portrait artist.**

UNIT 6: Food Observational Drawing
Improve your observational drawing techniques via the use of grids, measurements, experimental drawing. Create a **tonal drawing** in pencil to focus on light and form. Develop colour pencil skills.

UNIT 8a: Day of the Dead Part 2D
Study the Mexican festival Day of the Dead. Create a **mixed media piece** (using paint, inks, collage, pencil crayons etc) celebrating your own individuality.

UNIT 9a: Psychedelic Art part 1:
Understand the social and historical context of **Psychedelic Art**. Personally respond to psychedelic music via drawing, then use ink to develop a piece of Psychedelic art.

YEAR 8 KS3

UNIT 5:
Insects/Imaginary Creatures
Tim Burton and Claes Oldenurg
Make observational drawing of insects. Then create your own 3d clay creatures to better understand form and experiment with 3d techniques. (Wedging, pinch pot, scoring, slip, modelling, hand building).

UNIT 7: Pop Art
Design an artist research page, analysing a chosen artiist's work. Create a collage/ painting of your observational work in the style of a Pop artist.

UNIT 8b: Day of the Dead 3D:
Develop and refine your **3d sculpture skills** (moulding, hand building, shaping, smoothing) using papier mache, Modroc or card relief to create a Mexican Day of the Dead inspired 3D piece.

UNIT 9b: Psychedelic Art part 2: Analyse Psychedelic Artist's work.
Design an artist research page, critically analysing an artist's work. Use your analysis to refine your own psychedelic art, choosing what formal elements you take forward into a final piece.

UNIT 2: Colour Theory
Introduction to **colour** (primary, secondary, tertiary, hot and cold, complimentary and harmonious) . Develop painting skills.

YEAR 7 KS3

UNIT 3: Introduction to artist research
Hundertwasser
Design an artist research page, describing Hundertwasser's work and explaining how his life may have impacted his work. Create a painting in the style of the artist.

UNIT 3: Aboriginal Art
Learn about the art of a different culture, the Aborigines, and its development. Improve your drawing and painting skills using secondary sources to form a story of your own 'Aboriginal life'.

UNIT 1: Natural Forms
Introduction to **formal elements** (line, tone, composition, pattern, texture and shape) through observational drawings.