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 A01:

Explore Artists or any other influences that

links to your theme and take inspiration

through the style or processes into your own

Skill building

Mini foundation;

Explore techniques, materials and

processes. (3d; wire, tape, found materials,

experimental drawings, printing, plastics).

**START OF A LEVEL** 

Exam Final piece produced in a

2 day exam.

Exam unit: part 3

**ART GCSE J171** 

Exam (40%):

2 days

A02; Develop your ideas, influenced by artists and he 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.

**START OF GCSE** -<del>---</del>-

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UNIT 11a: GCSE Skill building project: Food A03- Draw from primary &

secondary sources. **UNIT 10d:** 

Identity Project: final piece Developing your skills in composition and design by

creating a final piece in your choice of materials.

UNIT 5:

Insects/Imaginary

Creatures

Tim Burton and

Make

observational

drawing of insects.

Then create your

own 3D creatures to better understand form and experiment

with 3d techniques (Wedging, pinch pot, scoring, slip, modelling, hand

building).

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

YEAR

UNIT 6a: Day of the Dead Part 2D pencil crayons etc) celebrating your own

mixed media piece (using paint, inks, collage, individuality.

experimental drawing. Create a tonal drawing in pencil to focus on light and form. Develop colour

UNIT 6b: 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 3: Introduction to artist research

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.

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.

forward

Portfolio: A04:

Refine drawings to help lead your project Portfolio A02

Explore your initial ideas by applying you're Refine the ideas/ processors the learning gains you have made in Year 12 to **create** a final piece to sum Ensure that you annotate your work to explain your reflections and the development of your

work.

the whole project.

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 Mock exam unit: AO1 and AO3;

Distortion A01 and A02: Develop your work,

creating mixed media pieces. Refine your idea,

materials and processors.

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

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.

> Cultural movements: Mock exam unit; AO1 and AO2;

Critically analyse cultural movements and carefully choose one to explore further. Creating an art piece influenced by your movement. Exam unit: part 2

how the artist's style or ideas will help your project further. A02- Explore and develop materials and **Mock Exam** processes that link to your artist's style or question. Creating coursework A03- Record through photoshoots and drawings of final piece ideas from your mind maps

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.

A01- Mind maps and mood boards that link to

chosen theme. Artist's copy and critical analysis of

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 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 10b: Identity Project: Objects** 

Exploring how objects can represent identity. Create a

still life piece developing printing/painting skills.

**UNIT 7: Food Observational Drawing** Improve your observational drawing techniques

via the use of grids, measurements,

pencil skills.

<u>UNIT 8: P</u>

**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'.

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 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

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 UNIT 9a: Psychedelic Art part 1:

Understand the social and historical context of Psychedelic Art. Analyse the work of Wes Wilson. Create your own music poster inspired by your learning.

UNIT 9b: Psychedelic Art part 2: Analyse Psychedelic Artist's work.

Learn how music can influence art. Use your analysis to refine your own psychedelic art, choosing what formal elements you take forward into a relief tile final piece.

Introduction to colour (primary, secondary, tertiary, hot and cold, complimentary and harmonious) . Develop painting skills.



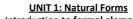
texture and shape) through







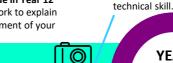




Introduction to formal elements ( line, tone, composition, pattern,







Related study; Analysis of where your

work sits in the Art

Critically analyse an artist's work and combine

your ideas and their style. Review and refine

processes and ideas to fit the theme.

**YEAR** 

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.







**TUXFORD ACADEMY** 

ART DEPARTMENT LEARNING JOURNEY

Portfolio A03:

Create drawings and

photographs that demonstrate

careful selection of image and

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

materials. Produce a final piece.

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

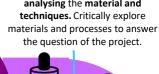
Visit places and produce

sketches, photos, rubbings

and notes.

START COURSEWOL

Coursework unit: A01 and AO2: Produce in the style pieces by analysing the material and





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.

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.

YEAR

Coursework unit A03- Record : Take a

photoshoot of portraits to be drawn and

to draw second sources of the mood

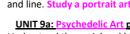
board. Refine by adding detail and a

range of shades.

Annotate by explaining the purpose, link

to theme and explain your next steps.

**UNIT 10a: Identity Project: Portraits** 







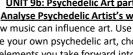


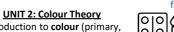








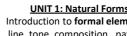












observational drawings.

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

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

moderator

### 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; A02;

Explore idea from the mood board,

# 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

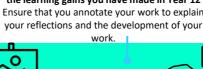
sketches, photos, rubbings and notes. Refine drawings to help lead your project forward

Portfolio: A04:

the whole project.

## Portfolio A02

Explore your initial ideas by applying you're Refine the ideas/ processors the learning gains you have made in Year 12 to **create** a final piece to sum Ensure that you annotate your work to explain



## Portfolio A03;

ART DEPARTMENT LEARNING JOURNEY

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

TUXFORD ACADEMY

Present critiques of your developing ideas to the class. This could be through; surveys, articles, literature, films, tv, news, historical

events etc..

Portfolio 60

AO1 and AO3;

Research your theme.

Analyse and explain how it forms your investigation Visit places and produce <mark>sketches</mark>, photos, rubbings and notes.



**START OF A LEVEL** 



Exam 2 days Final piece produced in a

## Exam unit: part 3

A02; Develop your ideas, influenced by artists and he 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 Unit A01:

Explore Artists or any other influences that links to your theme and take inspiration through the style or processes into your own

Portfolio: A01: Explore Artists, designers, photographers or and take inspiration through the style or

any other influences that links to your theme processes into your own work

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

## 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.



START COURSEWOL

A04: Create four final piece



Skill building

Mini foundation;

Explore techniques, materials and

processes. (3d; wire, tape, found materials,

experimental drawings, printing, plastics).







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;

designs. Experiment with materials. Produce a final piece.



2 day exam.

## Exam unit: part 2 A01- Mind maps and mood boards that link to

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.

**UNIT 11b:**Food Project

Mind maps, mood boards and question Justify your

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

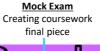
choices of sources and link to theme page.

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

EXAM PAPER DELIVERED

A01- Develop ideas through investigations, A02: Explore a range of materials (using oil

demonstrating critical understanding of sources. pastels, inks, paint, 3d material). Analyse



the mock exam.

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

Distortion A01 and A02: Develop your work, creating mixed media pieces. Refine your idea, materials and processors.

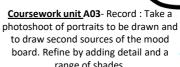
UNIT 11d: Food

an artist's work. Review and refine

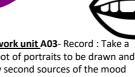
processes and ideas to fit the theme.



**YEAR** 



Annotate by explaining the purpose, link to theme and explain your next steps.



to draw second sources of the mood board. Refine by adding detail and a range of shades.

theme.

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.

YEAR

Coursework unit:

A01

Choose 3 artists

(Traditional,

Modern,

Photographer) to

produce a copy

and critical

analysis of their

work. Explain the

link to your

**START OF GCSE** 



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

secondary sources.

### **UNIT 10d:** Identity Project: final piece Developing

your skills in composition and design by creating a final piece in your choice of materials.



**UNIT 6: Food Observational Drawing** 

via the use of grids, measurements,

pencil to focus on light and form. Develop colour

pencil skills.

### 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.

YEAR



# **UNIT 10b: Identity Project: Objects**

Exploring how objects can represent identity. Create a still life piece developing painting skills.



# **UNIT 10a: Identity Project: Portraits**

using mirrors, primary sources or iPads. Refine your observational drawing, considering proportion, shape and line. Study a portrait a

### UNIT 8a: Day of the Dead Part 2D Improve your observational drawing techniques Study the Mex

a mixed media piece (using paint, inks, collage, pencil crayons etc) celebrating your own experimental drawing. Create a tonal drawing in individuality.

# Create an observational portrait drawing of your face

## 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



UNIT 5: Insects/Imaginary

Creatures Tim Burton and 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).



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.



# 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.

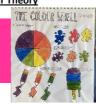


artist's work. Use your analysis to refine your own psychedelic art, choosing what formal elements you take forward into a final piece.

UNIT 9b: Psychedelic Art part 2: Analyse Psychedelic Artist's work.



# **UNIT 2: Colour Theory**









# **UNIT 3: Introduction to artist research**

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.

