

Art, Design and Technology Key Stage 3 Programme of Study



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 7	An Introduction to Art and Art History Students will undertake baseline assessments for both Art and DT, drawing from direct observation and constructing a 3D model. They will learn about the colour wheel, experiment with mark making, be introduced to perspective and 3D drawing. They will be introduced to a range of artists and the concept of analysing art works.	Art and Architecture Students will use photography, drawing from direct observation, 3D modelling and printmaking to develop abstraction through their explorations and experiments. Students will respond to different stimuli in order to produce a final abstract image.	Product Design - Textiles Juggling Balls Students will be introduced to the design process, from planning to the production. They will learn how to use the sewing machine, and basic hand sewing skills. They will use the Batik process to design fabric in response to other cultures and their final product will be three juggling balls and a draw string bag.	Art and Animation Students will learn about the history of animation, participate in an Aardman-led model making workshop to make some popular characters. In groups they will then design and make their own characters and will use stop frame animation to animate them.	Resistant Materials – Wood Students will learn about health and safety in the workshop and different types of wood. In working to a design brief they will produce a range of designs, learn how to develop ideas, use a range of hand tools and learn practical skills that will enable them to make a wooden product.	Food from around the globe Students will develop their existing knowledge alongside developing planning and making skills within Food Technology. There are three areas of focussed learning within this module: basic cooking skills, diet and nutrition and hygiene and safety. Students will make a range of food products looking at food from around the world.
	ICT	3D drawing and perspective, google sketch up and paint.net, modelling.	Multi-media – extension task of transferring abstract designs to paint.		Multi-media – photoshop, application of colour to line drawing. Animation programme.	CAD – modelling. Publisher – wood booklet. V2 design for 3D version of project.
Year 8	Art - Human and Natural Form Students explore the human figure in art through investigations of their own knowledge, the work of others and experimentation with a range of media and techniques: thumbnail sketching from life, developing imaginative large scale graphite images and wire, paper and mod-roc sculptures. Students analyse artists' work, responding to different stimuli to produce practical outcomes.	Textiles: Bag Project Students undertake a product analysis of their own school bags. They are introduced to a range of techniques including mono printing, stencilling and appliqué'. Students independently research a city thinking about logos, text and images that they can transfer to their own bag design using the techniques they have learnt. They can choose to make a range of styles of bags from a tote bag, drawstring or satchel style. Students learn how to construct a bag from start to finish learning about good finishing techniques	Portraiture Students are introduced to facial proportions and explore drawing themselves using mirrors. Emphasis is initially on identifying correct proportions, positions, shapes and detail. Students will develop their skills in photography, observation and scaling up, identifying with the work of other artists. They will explore the painting techniques of the Fauvists, Post Impressionists and some contemporary artists, producing a large scale outcome.	RM – Automaton Students will design and make an automaton using cams as a mechanism to create movement that is interesting and amusing. Students will build upon their understanding of materials, use of tools and processes that are used within Resistant Materials and develop an awareness of simple mechanisms and how they work.	Electronics - Night Light This module gives the students an opportunity to develop their planning and making skills. There are three areas to consider; the box, the circuit and The acrylic. Some students will be given the opportunity to develop the project further by producing packaging. Students will produce an extended Home learning task that moves their modelling skills forward.	Food Tech Students will develop their designing skills when developing existing food products. They will be given the opportunity to design using a wide variety of ingredients. Students will develop a deeper knowledge and understanding of the role an ingredient plays within a recipe and how it affects the consumer. Students will consider how food products are produced in industry.
	ICT	Research – artist research.	Control – V2 design, logos.	Multi-media – photoshop; Andy Warhol portraits	Control – CAD/programming, research	Control – CAD/programming; V2 design acrylic design
Year 9	Product Design - Textiles - Branding Students will work in teams to create their own brand. They will use CAD to design a logo for which they will produce a set of prints – on paper/ fabric/ clothing or other products. They will design a range of products that the logo will be attached to and make anything they can as a sample. They will use google sketchup to produce the shop front design and interior. They will work on signage and or window display and think about its website.	Product Design Electronics – Electronic Dice/ Travel Board Students are introduced to a higher level of electronics using printed circuit boards (PCBS) and working on an integrated circuit. They will build on prior knowledge of soldering to complete a working circuit and be able to fault find if necessary. They will design and build a 2 dimensional board game of their own choice around the LEDs of the Dice. They will complete the product by manufacturing the board with a lip to ensure travel proof of counters etc.	ART – Working in clay Students will learn a range of hand building techniques and an introduction to throwing on the wheel. They will learn about simple surface decoration, glazing and firing. They will choose to work on an independent project using either hand building or throwing techniques.	Metal - Bangles This module will give students the opportunity to develop their designing and workshop skills. They will make products in metal and use tools and equipment related to this material. They will learn about the different types of metal, their uses and properties and produce a good quality final product.	Food Tech This module gives the students knowledge of safe Food storage in a variety of situations. They extend or obtain knowledge of foods from different countries and cultures. They continue to develop planning & making skills. They learn how to portion size and cost food products. Some students will be given the chance to extend their skills producing a full 3 course meal. Home learning tasks give the students a chance to put into practice purchasing and costing skills.	Graphic Skills Project Students will learn and develop a variety of 3D hand drawing techniques to help their design and communication skills. Students will also learn to draw using the computer application 'V2 design'. Students will be encouraged to take their own learning paths that reflect their own skills assessments.
	ICT	CAD control and modelling Google Sketchup, V2	Control	Presentation	CAD	Research