

KS3 Rotation – Art, Photography, Food & Technology – 10 weeks/20 lessons each YEAR 7

	Year 7 ART Year 7 PHOTOGRAPHY		
	10 weeks/20 lessons	10 weeks/15 lessons	10 weeks/5 lessons
Topic/Focus	 ART: Unit 7A: Figure Project (NCU) - ROTATION Artist: Moore (modern) & African (culture) Skills: 3D clay with 2D drawing & painting Baseline assessment: Mannequin (Primary) Final outcome: 3D Clay sculpture 	 PHOTOGRAPHY: Unit 7B: Nature (ACO) - ROTATION Baseline Assessment: Contact Sheet, 'Best' Photo & Visual Analysis Developing: Ansel Adams / Sebastian Magnani Recording: Relevant observations, thoughts & ideas Refining: digital and non-digital photographic skills Presenting: Students realise a personal outcome, including Evaluation. 	PHOTOGRAPHY: Unit 7C: Architecture Project (NCU) ROTATION Artist: Bauhaus (art movement) Skills: 2D mixed media collage Baseline assessment: Building (Primary) Final outcome: 2D Collage
Sequencing	This project introduces the students to the basics in 3D clay skills alongside basic drawing and painting skills. It develops their confidence and checks on progress with an initial art test, a project to work though followed by a final outcome and evaluation. It is a mini KS4 Art project with brief, so to get student use to the KS4 way of working.	This project introduces the students to the basics in photography. It develops their confidence and checks on progress with an initial baseline test, the project progresses through a series of skills, knowledge and developments and concludes with a purposeful personal outcome and evaluation. It is structured in the same fashion as a KS4 project, to get the students into the same mindset as GCSE students.	This project introduces the students to the basics in 2D drawing skills alongside basic mixed media collage skills. It develops their confidence and checks on progress with an initial art test, a project to work though followed by a final outcome and evaluation. It is a mini KS4 Art project, so to get student use to the KS4 way of working.
Extended Learning	 Artist Study: Henry Moore Future pathways: Careers in Art & Design Competition (Academy): Card Design or Competition (Norfolk): Farming poster 	 Photographer Visual Analysis: Ansel Adams / Sebastian Magnani Future pathways: Careers in photography Competition (Academy): Photographic Card Design 	 Art Movement Study: Bauhaus Future pathways: Careers in Art & Design
Formal Assessment	Sculpture construction/drawing skills & key knowledge.	Photography skills, editing & key knowledge.	Collage/drawing skills & key knowledge.



	YEA	R 8
	Year 8 ART	Year 8 PHOTOGRAPHY
Topic	ART Unit 8A: Maritime Project (NCU) ROTATION	PHOTOGRAPHY Unit 8B: Portrait & Identity Project (ACO) ROTATION
	 Artist: Chris Wormell, Maggi Hambling, Penny Bhadresa (contemporary), Aboriginal (culture) Skills: 2D drawing, painting, printing, and collage Baseline assessment: Shell (Primary) Final outcome: 2D Mixed media art poster 	 Baseline Assessment: Contact Sheet, 'Best' Photo & Visual Analysis Developing: From Steve McCurry, Shadi Ghadirian, Debbie Besford, and Nan Goldin Recording: Relevant observations, thoughts & ideas Refining: digital and non-digital photographic skills Presenting: Students realise a personal outcome, including evaluation
Sequencing	This project builds on the work from Year 7 and increases their 2D knowledge and skills in drawing and painting alongside a 3D piece. It continues to develop their confidence further and checks on progress from an initial art test, working through a mini KS4 styled project with brief, to a final outcome which is evaluated.	This project builds on the work from Year 7 and increases their photography knowledge and skills. It continues to develop their confidence further and checks on progress from an initial baseline test, working through a mini KS4 styled project, to a purposeful personal outcome and evaluation. It is structured in the same fashion as a KS4 project, to draw students towards the expectations at GCSE.
Extended Learning	 Artist Study: Wormell, Hambling, Bhadresa or Aboriginal Art. Future pathways: Careers in Art & Design Competition (Academy): Card Design or Competition (Norfolk): Farming poster 	Visual Analysis: Student self-enquiry Future pathways: Careers in photography Competition (Academy): Photographic Card Design
Formal Assessment	Mixed media painting, drawing skills & key knowledge	Photography skills, editing & key knowledge
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THRIVE

ACHIEVE

	YEAR 9							
	Year 9 ART	Year 9 PHOTOGRAPHY						
Topic	ART Unit 9A: Surface Project (NCU) ROTATION	PHOTOGRAPHY Unit 9B: Structures Project (ACO) ROTATION						
	 Artist: Van Gogh (modern), Robert Banksy (contemporary), Indonesian and Aztec Art (culture) Skills: 2D drawing, painting, textiles and 3D clay Baseline assessment: Van Gogh (Secondary) Final outcome: Textiles, Painting or Sculpture 	 Baseline Assessment: Contact Sheet, 'Best' Photo & Visual Analysis Developing: From Recording: Relevant observations, thoughts & ideas Refining: digital and non-digital photographic skills Presenting: Students realise a personal outcome, including evaluation 						
Sequencing	This project prepares students for Upper School Art continuing to develop further their 2D and 3D skills and knowledge in drawing and printmaking (new skill). It continues to develop their confidence further and checks on progress and suitability for Year 10 GCSE Art from an initial art test, working through a mini KS4 styled project with brief, to a final outcome which is evaluated.	This project prepares students for Upper School Photography, continuing to further their skills and knowledge. It encourages students to build confidence and checks on progress and suitability for Year 10 GCSE Photography. Starting with an initial baseline assessment, then working through a mini KS4 styled project, to a purposeful personal outcome and evaluation. It is structured in the same fashion as a KS4 project, to prepare students well for expectations at GCSE.						
Extended Learning	 Artist Study: Student's choice Future pathways: Careers in Art & Design Competition (Academy): Card Design or Competition (Norfolk): Farming poster 	 Visual Analysis: Student self-enquiry Future pathways: Careers in photography Competition (Academy): Photographic Card Design 						
Formal Assessment	Mixed media printing, drawing skills & key knowledge.	Photography skills, editing & key knowledge.						





	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Year 10 – GCSE Art & Design							
Qualification	EDEXCEL GCSE Art & Design (2yr course). Below is the first year of a two-year course, please note the order of projects might change.						
Topic	Project 1 Natural Forms – 2D Develop 2D mixed media skills	Project 1 Natural Forms – 2D Develop 2D artist skills	Project 1 Natural Forms – 2D Develop 2D design skills Creating a print or textile piece	Project 1 Natural Forms – 2D Develop 2D design skills Creating a 2D mixed media piece	Project 1 Natural Forms – 3D Develop 3D design skills Creating a 3D sculpture	Project 2 Previous Exam Title Develop mixed media skills (2D or 3D)	
Sequencing	Introduces students to GCSE Art and project 1 – Natural Forms (2D work) and a new brief to work towards. Students will use their skills, knowledge, and experiences from Lower School to access this course and develop skills using a wide range of 2D art materials.	Students will use their skills, knowledge, and experiences from Lower School to develop skills researching and responding to 2D artists.	Students will use their skills, knowledge, and experiences from Lower School to develop skills designing and making a final 2D outcome relating to the brief which is then evaluated.	Students will use their skills, knowledge, and experiences from Lower School to develop skills designing and making a final 2D outcome relating to the brief which is then evaluated.	Students will use their skills, knowledge, and experiences from Lower School to develop skills designing and making a final 3D outcome relating to the brief which is then evaluated.	Introduces students to GCSE Art and project 2 – producing work for a previous exam title in preparation for real exam in January. Students will use their skills, knowledge, and experiences from Lower School to access this course and develop skills using a wide range of 2D or 3D art materials.	
Extended Learning	HW- Theme drawings	HW- Theme drawing	HW – Artist research	HW- Complete bookwork	HW- Complete bookwork	HW- Theme drawings	
Formal Assessment	Theme research	Artist research/designs	Final piece/bookwork	Final piece/bookwork	Final piece/bookwork	Theme research	

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Year 11 – GCSE Art & Design						
Qualification	ification EDEXCEL GCSE Art & Design (2yr course). Below is the second year of a two-year course, please note the order of projects might change.					
Topic	Project 2 Previous Exam 'Lock'	Project 2 Previous Exam 'Lock'	Project 3 External Exam	Project 3 External Exam	Project 3 10hr Exam	N/A
	Develop 2D artist skills	Develop 2D design skills	Develop chosen material and artist skills	Develop design skills	Develop mixed media skills in final piece	
Sequencing	Students will use their skills, knowledge and experiences from Lower School to develop skills researching and responding to 2D artists	Students will use their skills, knowledge, and experiences from Lower School to develop skills designing and making a final 2D outcome relating to the brief which is then evaluated.	Students begin their exam project with a choice of different art form depending on their strengths – 2D, 3D, Photography or Textiles. A brief is set to achieve with students using their skills, knowledge, and experiences from the previous two projects to access this chosen topic and develop skills using a wide range of art materials and researching chosen artists.	Students will use their skills, knowledge, and experiences from the previous two projects to develop skills designing their final chosen outcome relating to the brief.	Students will use their skills, knowledge, and experiences from the previous two projects to develop skills in the 10-hour exam (over two days) making their final chosen outcome relating to the brief, which in then evaluated.	N/A
Extended Learning	HW- Artist research/designs	HW- Complete bookwork	HW – Theme drawings or models/artists	HW- Artist research/designs	HW- Complete bookwork	N/A
Formal Assessment	Artist research/designs	Final piece/bookwork	Theme research/artist research	Artist research/designs	Final piece/ bookwork	N/A







Post Year 11 Art & Design

Further Education/training in:

Post 16 Courses: Lots of courses in Art from general Art & Design to more specialist courses in Textiles, Photography, 3D etc. These courses are available in several institutions in the local area at A Level and BTEC – East Norfolk Sixth Form College, East Coast College, Lowestoft Sixth Form College, Norwich School of Art etc.

Art & Design Careers: Art & Design develops your visual knowledge and practical skills as well as your critical understanding skills both in a spoken and written way. These are invaluable life skills and will help with all careers, but especially art related ones such as animator, architecture, artist, design (computer, costume, textile, interior, landscape and web), film/TV director, hairdressing, illustrator, make-up artist, teaching, and many more.







	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Year 10 – GCSE Photography							
Qualification	EDEXCEL GCSE Photography (2yr course). Below is the first year of a two-year course, please note the order of projects might change.						
Topic	Project 1	Project 1	Project 1	Project 1	Project 1	Project 2	
	Formal Elements	Natural Forms	Natural Forms	into Abtraction	into Abstraction	Previous Exam Title	
	Develop photography	Develop photography	Develop photography and	Develop photography	Refine editing skills and	Develop experimental	
	and editing skills	and editing skills	editing skills exploring the	and editing skills	understand intricacies of	skills both digitally and	
	exploring the formal	exploring the formal	formal elements	Creating both a digital	the DSLR camera	physically	
	elements	elements		and physical outcome			
Sequencing	Introduces students to	Students will use their	Students will use their	Students will use their	Students will use their	Introduces students to	
	GCSE Photography and	skills, knowledge and	skills, knowledge and	skills, knowledge and	skills, knowledge, and	GCSE Photography and	
	project 1 – Abstract	experiences from Lower	experiences from Lower	experiences from	experiences from Lower	project 2 – producing	
	Elements and a new	School and lesson	School and initial	Lower School and	School to develop skills	work for a previous	
	brief to work towards.	workshops to develop	workshop lessons to	initial workshop	designing and making a	exam title in preparation	
	Students will use their	skills researching and	develop skills designing	lessons to develop	final physical and digital	for real exam in January.	
	skills, knowledge, and	responding to 2D artists.	and making a final	skills designing and	outcome.	Students will use their	
	experiences from Lower		outcome relating to the	making a final		skills, knowledge, and	
	School to access this		brief which is then	outcome relating to		experiences from Lower	
	course and develop skills		evaluated.	the brief which is then		School to access this	
	using a wide range of			evaluated.		course and develop skills	
	photography and editing					using a wide range of	
	techniques.					experimental editing and	
						photo taking.	
Extended Learning	HW- Theme research	HW- Photographer	HW- Photographer	HW- Complete digital	HW- Complete digital	HW- Theme research	
		research	research	sketchbook work	sketchbook work		
Formal Assessment	Theme research	Artist research/designs	Final piece/bookwork	Final piece/bookwork	Final piece/bookwork	Theme research	







Year 11 – GCSE Photography						
Qualification	EDEXCEL GCSE Photography (2yr course). Below is the second year of a two-year course, please note the order of projects might change.					
Topic	Project 2	Project 2	Project 3	Project 3	Project 3	N/A
	Previous Exam Title	Previous Exam Title	External Exam	External Exam	10hr Exam	
	Develop experimental	Develop experimental	Develop ideas, concepts	Develop refinement	Develop photographic	
	skills both digitally and	skills both digitally and	and research skills	and editing skills	skills throughout final	
	physically	physically			piece	
Sequencing	Students will use their	Students will use their	Students begin their exam	Students will use their	Students will use their	N/A
	skills, knowledge and	skills, knowledge and	project with a choice of	skills, knowledge and	skills, knowledge and	
	experiences from Lower	experiences from Lower	different photography	experiences from	experiences from Lower	
	School to develop skills	School to develop skills	types depending on their	Lower School to	School to develop skills	
	researching and	researching and	strengths – portraits,	develop skills	researching and	
	responding to a range of	responding to a range of	landscapes, still life, etc. A	researching and	responding to a range of	
	photographers.	photographers relating	brief is set by the exam	responding to a range	photographers relating	
		to the brief which is then	board, students use their	of photographers.	to the brief which is then	
		evaluated.	skills, knowledge, and		evaluated.	
			experiences from the			
			previous two projects to			
			access this chosen topic			
			and develop skills using a			
			wide range of			
			photographic techniques			
			and researching chosen			
			photographers.			
Extended Learning	HW- Photographer	HW- Complete digital	HW – Photoshoots/	HW- Photographer	HW- Complete digital	N/A
	research/photoshoots	portfolio	photographer research	research/photoshoots	portfolio	
Formal Assessment	Photographer	Final piece/digital	Theme	Photographer	Final piece/ digital	N/A
	research/photoshoots	portfolio	research/photographer	research/photoshoots	portfolio	
			research			







Post Year 11 Photography

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Art & Design Careers: Photography develops your visual knowledge and practical skills as well as your critical understanding both in a spoken and written way. These are invaluable life skills and will support with all careers, but especially art & design related ones such as animator, architecture, photographer, designer (computer, costume, textile, interior, landscape and web), film/TV director, hairdressing, illustrator, make-up artist, teaching, and many more.



