



# Art, Craft & Design Learning Journey



Continue your lifelong love of the visual arts

**Externally Set Assignment (40%)**

Tasks are allocated on a weekly basis and work is monitored closely

Resources on Google Classroom  
Artists researched more independently  
Project themes provided by the exam board

Parents informed about structure of ESA  
Develop good independent study habits

Create mixed media outcome in response to the artists' work  
Develop photography skills using school SLR cameras  
Develop skills in watercolour painting, surface texturing and monoprinting  
Experiment with mark-making techniques in the style of the artists' work

Volunteer to help out at Open Day as a guide or represent department

Ensure your attendance is above 97%

Session 1: 5 hours to develop Final Piece

Session 2: 5 hours to continue to develop Final Piece

Total 10 hours (Exam takes place in the Art department rooms)

Discussions with teacher

Ticklists made available to students & parents throughout the GCSE course

**ESA Exam Sessions**

**Final Amendments to NEA (Coursework 60%)**

**ESA & NEA Exhibition**

Develop areas of study in the 4 Assessment Objectives (AOs)  
All preparation work handed in at the end of the 1<sup>st</sup> exam session  
Develop ideas for final piece (AO4); explore composition ideas and 3D options  
Combine artist influences with observational studies in the design process (AO2)  
CRF to be completed  
NEA refinements to be made  
Teacher check on progress at frequent intervals  
Develop understanding of AO2; refine work by exploring ideas, selecting and experimenting with appropriate media, techniques & processes.

Develop understanding of AO3; record ideas, observations and insights relevant to intentions as work progresses

Visit MMU degree shows & Art gallery

**Design Ideas & Final Piece**

**YEAR 11**

**Portraiture**

Drawings & photographs of subject matter (AO3)  
Applying context of theme  
A broad range of artists researched (AO1)  
Research on techniques  
Observational Studies of Facial features (AO3)  
Seek out opportunities for acts of kindness

**Natural Forms**

**YEAR 10**

**Objects & Viewpoints**

**Portraiture**

**YEAR 9**

**Human Figure & Movement**

**Patterns & Printing**

**Fantastical Sculptures**

**YEAR 8**

**Typography**

**Perspective**

**Tonal Value**

**Colour Theory**

**YEAR 7**

Tessellations, Rotational & Reflection pattern designs

Printing own repeat pattern designs in mixed-media

Examine the ceramic work of James DeRosso and recap understanding of grid method drawing

Introduction to clay

Construct clay and mixed-media 3D outcomes

Investigate pioneers of motion in Art: Marey, Muybridge, Duchamp

Look at mechanics of human vision

Tim Burton character design

Explore different media

Self portraits referencing expressionism

Peer/ Self Assessments

Develop a thirst for Art, Craft & Design

Draw urban scenes and add tone

2 & 3 Point Perspective

Pencil drawings skills: rendering objects and mark making techniques

Colour collages

Colour Wheel

Attend Open Evening

1 Point Perspective

Denman Ross scale of tonal value

Explore colour relationships

Meet the department staff in the Year 6 Transition taster sessions

Onomatopoeia theme

Actively seek out rewards

Volunteer to help out at Open Day as a guide or represent a department

**Welcome**