LGS
Art, Craft and Design
LEARNING JOURNEY

Go to university to enhance your studies and get a degree

Start a degree level apprenticeship

Continue your lifelong love of learning and personal development

Take a gap year, travel the world and embrace new cultures

UCAS

Career Opportunities

- Art Buyer
- Gallery Curator
- Illustrator
- Fashion Designer
- BA Visual Arts
- BA Fine Art
- Graphic Design
- Tattoo artist
- Set Design
- Arts Journalist
- Interior Design
- Games Design

Apply for University through UCAS or alternative post 18 courses

Post 16

Foundation Studies in Art

Textile Design

Ceramics

Fashion Design

Arts Marketing

Review, Select and Present Portfolio folder

Targeted **development** workshops

Development Workshops

Printmaking

Jewelry Design

Photography

Visual Arts

Model Making

Theatre and Film Design

Completion of exam

AO4: Present a personal and meaningful **response** that realises intentions and **demonstrates understanding** of visual language

AO2: Refine work **by exploring ideas, selecting** and experimenting with appropriate media, materials, techniques and processes.

AO3: Record ideas, observations and insights relevant to intentions as work progresses.

AO1: Develop ideas through investigations, demonstrating critical **understanding** of sources_

10 hour supervised assessment period

Externally set assignment

AO4: Refine and **present ideas** through a personalised **visual journey**

AO3: Record ideas which give insight to relevant **intentions** as work progresses

AO1: Develop ideas through investigations **demonstrating critical understanding of sources**

AO2: Ability to **refine** ideas thoughtfully and **purposefully experiment** with different media and techniques

Sustained Phase

YEAR 11

AO4: Resolve **investigations** through the **creation** of a personal piece.

A02: extend their **understanding** and skills with application of suitable materials, process and techniques

AO1: Explore a prescribed area of study in a personal manner

A03: Develop and **record** a creative journey

AO1: Make connections with the work of artists, crafts people and designers

AO4: Present a personal and **meaningful response**

AO3: Intergrate the **use** of drawing and written annotation.

Development Phase

Start your GCSE Course

Make your informed GCSE option choices

Introductory Phase

Introduction to learning aims and task breakdown provided.

AO2: Refine work by **exploring** ideas, selecting and **experimenting with different techniques and materials.**

YEAR 10

You now **understand** the **FORMAL ELEMENTS** of ART and are using your **ART VOCABULARY**

Evaluate: Make connections with the world around us and how this inspires artists and designers

Design: Recall your experience and knowledge so far to investigate, explore and experiment – freedom of **design**

Make: **Experimenting** with RM techniques to design and make a clock

Contemporary artists: Jon Burgerman

Independent Design Project: Street art

Make, Design, Respond INDEPENDENTLY

Independent Response Project: Typography

Evaluate: Recording your creative journey

Make: **Explore** techniques and media

Day of the Dead: Media and Materials explorations

Design: **Develop understanding of composition**

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Build on and **develop** skills which will refine past learning by selecting and experimenting with new media, materials, techniques and processes.

Evaluate final design with **advantages** and **disadvantages with** support

Developmental Response Project: Portfolio

Design: **Using** inspiration from the environment around us

Design: **Using** research and exploration of contextual sources

Working to a design brief: Converse

Evaluate: **Explain** final ideas with **connections** to the source / references

Environment 3D: manmade Hundertwasser

Materials: Explore clay construction process

Materials: **Explore Surface and texture**

Print making: Natural world

Evaluate: **Modify and adapt**

Clay coil pots: Natural world

Make: **Develop** and build upon clay skills Formal elements: Form

Design: **Using** natural world **influences** to inspire ideas.

Natural Forms 3D / 2D

Formal Elements: Texture Experimentation of materials

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Work on more in-depth projects, refining your practical skills, improving your resilience and problem solving whilst **developing** independence in the Art studio.

Make: **Develop** and **recall** linking own work with artists

Design: **Explore ID. Experiment with ideas**

Graphics: working to a design brief

Supported Response Project Take one picture

Design: create own T-Shirt

Materials: **Explore** and **experiment, adapt and refine**

Exploring cultures: willow mask making

Make: pinch pots, adapt to create your own emotional monster

Clay pinch pot monsters

Design: **Explore the zones of regulation**

Materials: **Recognise** properties of plastics and wood

Make: Explore the properties of media and materials to create different effects

Make : **Explore** materials and respond to a brief to make a photo holder

Design: use research & media exploration to inspire ideas

Introduction to Art, Craft and Design and the formal elements

You will be Introduced to the FORMAL ELEMENTS of ART and **develop** your art vocabulary

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Design: **Explore** and **Experiment intro to printmaking**

Techniques and artists

Design: **Recognise and produce a Design Cycle**

Design: **Select design ideas**

Design: **Understanding** visual research and **exploring** different cultures

Design: **Explore** and **Experiment Line and Shape**

Design: **Discover** different Artists

Introducing Formal Elements Line & Shape

Design: **Explore** and **Experiment Colour Theory**

Materials: **Explore** different properties and build simple structures

Evaluate: **Annotate** and **compare** final design

Design: **Explore** and **Experiment with model making**

Materials: **Remember** colour mixing

Make: **Demonstrate** Basic Plaster cast and mark making skills

Make: **Explore initial design drawing**

Make: **Produce a final response**

Make: **Explore different media**

Introducing Formal Elements Colour & Pattern

Make: **Discover** colour wheel

Materials: **Explore** and manipulate malleable materials

Produce creative work

Artists, craft makers, designers

Colour, pattern, texture

Drawing, painting & sculpture

Materials

Primary

Experience a wide range of fun and exciting projects that help you build valuable skills, **understanding** different materials and how you can use them

Art, Craft and Design