

Curriculum on a page

Digital Art	Autumn Term	Spring term	Summer term	Assessment of learning	Enrichment opportunities / wider reading
<p>Year 10</p>	<p><u>Induction – Photoshop essential skills</u></p> <p>Skills based workshops</p> <p>Edvard Scott, Julian pie, Conrado Salinas.</p> <p>Students will respond to a teacher led chosen series workshops that will develop skills graphic design skills. Students will gain industry-based skills using Photoshop to create a series of design pieces.</p> <p>Students must produce annotated sketchbook work to include 3 pages of Artist research and studies in the style of the selected artist’s work. This will include exploration and development of materials and processes. Evaluation- a written explanation of their journey and decisions made along the way.</p> <p>Each workshop will progressively develop specific skills and give students direct links to professional graphic designer and their portfolios.</p>	<p><u>Component 1 Portfolio 60% of qualification.</u></p> <p>Project 1 Portraiture – students will create design work in response to the theme.</p> <p>Students will respond to the theme of Portraiture and create a series of portraits that demonstrates their understanding and skills using photoshop. Through self-initiated research students will gain insight and personal opinions on a variety of portrait artists who have used portraits as a basis to create their work around.</p> <p>Students must produce an annotated sketchbook that is to include artist research, initial ideas, product research, compositional and colour design alterations, screenshot pages and evaluations for each design.</p> <p>All submissions will be digital</p>	<p><u>YR10 Mock Examination 10 hrs</u> <u>Component 1 Portfolio (60%) of qualification</u></p> <p>Project 1 Portraiture</p> <p>Students will prepare resources in advance of the 10-hour exam split across two days. The exam will consist of 1 fully realised outcome that demonstrates their own intentions in response to portraiture.</p> <p><u>In the lead up to the mock exam</u></p> <p>Students will have produced a series of studies in the style of their chosen artist and will further explore the theme by preparing their own study and experiments to ensure their design is achievable in the 10 hours allocated.</p>	<p><u>Component 1 Portfolio 60% of qualification.</u></p> <p>In Component 1 (portfolio) students develop responses to initial starting points, project briefs or specified tasks and realise intentions informed by research, the development and refinement of ideas and meaningful engagement with selected sources. Responses will include evidence of drawing for different purposes and needs and written annotation.</p> <p>Component 1 consists of 2 projects that are combined and assessed using the objectives: AO1-Contextual Analysis AO2- Development of ideas AO3 –Visual research AO4 -Realisation</p>	<p>Careers Research</p> <p>Wider reading into career pathways, 1:1 tutorial for careers, progression with consideration of level 3 provision within the local area. Shared leaflets to research careers within the creative industries.</p> <p><u>“Penketh Creative’s”</u> Work will be selected for digital exhibitions, social media displays and physical displays within our studio to show our creative talents. Each pupil will submit photo of the week to be shared amongst the arts faculty.</p>

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<p>Year 11</p>	<p><u>Component 1 Portfolio (60%) of qualification</u></p> <p>Individual project 2 – Past, present and future</p> <p>Students will respond to the theme of Past, present and future, researching Digital artist and designers that have used any of these elements in their work. Though self initiated research students will gain insight and personal opinions on a variety of designers and create outcomes that realise their own intentions. The subject matter and style is solely the students however the process and skills will build on the work achieved in project 1.</p> <p>Students must produce an annotated sketchbook that is to include artist research, initial ideas, product research, compositional and colour design alterations, screenshot pages and evaluations for each design.</p> <p>All submissions will be digital, screenshots will capture work as it develops to demonstrate the complexities of their design process.</p>	<p><u>Component 1 (60%) of qualification.</u></p> <p>Individual project 2 – Past, present and future</p> <p>Students will respond to the theme of Past, present and future, researching Digital artist and designers that have used any of these elements in their work. Though self initiated research students will gain insight and personal opinions on a variety of designers and create outcomes that realise their own intentions. The subject matter and style is solely the students however the process and skills will build on the work achieved in project 1.</p> <p>Students must produce an annotated sketchbook that is to include artist research, initial ideas, product research, compositional and colour design alterations, screenshot pages and evaluations for each design.</p> <p>All submissions will be digital, screenshots will capture work as it develops to demonstrate the complexities of their design process.</p>	<p><u>EXTERNALLY SET EXAM PAPER</u></p> <p>Released February. 10 hour timed exam session date tbc.</p> <p><u>Assessment</u> 1:1 tutorials and action planning allowing students to make progress and develop their own personal practical project.</p> <p>After school one to one support tutorials.</p> <p>Students are given verbal feedback very lesson, from teacher. Students are given written and visual formative assessment feedback in their sketchbooks and on marksheets outlining AQA Assessment Criteria.</p> <p>The marking criteria used is AQA AO's Mock exam work will feature a breakdown of marks awarded and written teacher feedback listing AQA AO's marking criteria.</p>	<p><u>Component 2 (40%) of qualification.</u></p> <p>In Component 2 (externally set assignment) students respond to a starting point provided by AQA. This response provides evidence of the student's ability to work independently within specified time constraints, realise intentions that are personal and meaningful and explicitly address the requirements of all four assessment objectives.</p> <p>Component 2 is a complete unit that is assessed using the same objectives: AO1-Contextual Analysis AO2- Development of ideas AO3 –Visual research AO4 -Realisation</p>	<p><u>Careers Research</u></p> <p>Wider reading into career pathways, 1:1 tutorial for careers, progression with consideration of level 3 provision within the local area. Shared leaflets to research careers within the creative industries. Miniclips of careers talks by industry guest speakers shown in las and shared Via MS Teams.</p> <p>Work will be selected for a digital exhibition of our "Penketh Creative's" of our final GCSE work once assessed.</p>
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