

**SUBJECT: Art (Creative Technology) - Autumn Term**



	<b>Autumn Term 1</b>	<b>Autumn Term 2</b>
<b>Topic</b>	<p><b>Component 1: Generating Ideas in Art and Design</b></p> <p><b>Assignment Title: - Hybrid</b></p> <p>Supports learning aim: A: Investigate art and design practice</p> <p>Assignment Criteria for learning aim A: A2D1, A2M1, A2P1, A1M2, A1P2, A1M1 and A1P1</p> <p>Assignment hand out date: 9<sup>th</sup> September 2019 Assignment hand in date: 8<sup>th</sup> June 2020</p>	<p><b>Component 1: Generating Ideas in Art and Design</b></p> <p><b>Assignment Title: - Hybrid</b></p> <p>Supports learning aim: A: Investigate art and design practice</p> <p>Assignment Criteria for learning aim A: A2D1, A2M1, A2P1, A1M2, A1P2, A1M1 and A1P1</p> <p>Assignment resubmission: 6<sup>th</sup> July 2020</p>
<b>Assessment</b>	<p><b>Progress Check 1</b> <b>Approximate Date of Assessment Week Beginning: 30<sup>th</sup> September 2019</b></p> <p>Component 1 Learning aim A: assignment this will be handed in and marked grade awarded. Pupils will then be able to resubmit work.</p> <p><b>MILESTONE 1</b> <b>Approximate Date of Assessment Week Beginning: 21<sup>st</sup> October 2019</b></p> <p>Component 1 Learning am A: Investigating art and design practice</p>	<p><b>Progress Check 2</b> <b>Approximate Date of Assessment Week Beginning: 18<sup>th</sup> November 2019</b></p> <p>Component 1 Learning aim A: investigating art and design practice</p> <p><b>MILESTONE 2</b> <b>Approximate Date of Assessment Week Beginning: 16<sup>th</sup> December 2019</b></p> <p>Component 1 Learning aim A investigating art and design practice</p>

**SUBJECT: Art (Creative Technology) - Spring Term**



	<b>Spring Term 1</b>	<b>Spring Term 2</b>
<b>Topic</b>	<p><b>Component 1: Generating Ideas in Art and Design</b></p> <p><b>Assignment Title: - Hybrid</b></p> <p>Supports learning aim: B: <i>Generate and communicate art and design ideas</i></p> <p>Assignment Criteria for learning aim B: B2D2, B2M2, B2P2, B1M4, B1P4, B1M3, B1P3</p> <p>Assignment hand out date: 9<sup>th</sup> September 2019 Assignment hand in date: 8<sup>th</sup> June 2020</p>	<p><b>Component 1: Generating Ideas in Art and Design</b></p> <p><b>Assignment Title: - Hybrid</b></p> <p>Supports learning aim: B: <i>Generate and communicate art and design ideas</i></p> <p>Assignment Criteria for learning aim B: B2D2, B2M2, B2P2, B1M4, B1P4, B1M3, B1P3</p> <p>Assignment resubmission: 6<sup>th</sup> July 2020</p>
<b>Assessment</b>	<p><b>Progress Check 3</b> <b>Approximate Date of Assessment Week Beginning: 3<sup>rd</sup> February 2020</b></p> <p>Component 1 Learning aim B: <i>Generate and communicate art and design ideas</i></p>	<p><b>MILESTONE 3</b> <b>Approximate Date of Assessment Week Beginning: 9<sup>th</sup> March 2020</b></p> <p>Component 1 Learning aim B: <i>Generate and communicate art and design ideas</i></p>



	Summer Term 1	Summer Term 2
Topic	<p><b>Component 2: Develop Practical Skills in Art and Design</b></p> <p><b>Assignment Title: - VEE: Vegan Cookbook Cover Design</b></p> <p>Supports learning aim: A: Develop practical skills through application and review</p> <p>Assignment Criteria for learning aim A: A2D1, A2M1, A2P2, A2P1, A1M2, A1M1, A1P2 and A1P1</p> <p>Assignment hand out date: 9<sup>th</sup> June 2020 Assignment hand in date: 23<sup>rd</sup> October 2020</p>	<p><b>Component 2: Develop Practical Skills in Art and Design</b></p> <p><b>Assignment Title: - VEE: Vegan Cookbook Cover Design</b></p> <p>Supports learning aim: A: Develop practical skills through application and review</p> <p>Assignment Criteria for learning aim A: A2D1, A2M1, A2P2, A2P1, A1M2, A1M1, A1P2 and A1P1</p> <p>Assignment hand out date: 9<sup>th</sup> June 2020 Assignment hand in date: 23<sup>rd</sup> October 2020</p>
Assessment	<p><b>Progress Check 4</b></p> <p><b>Approximate Date of Assessment Week Beginning: 6<sup>th</sup> April 2020</b></p> <p>Component 2 Learning aim A: Develop practical skills through application and review</p>	<p><b>MILESTONE 4</b></p> <p><b>Approximate Date of Assessment Week Beginning: 29<sup>th</sup> June 2020</b></p> <p>Component 2 Learning aim A: Develop practical skills through application and review</p>

**SUBJECT: Art (Creative Technology)**



	<b>Topic</b>	<b>Assessment</b>
<b>Autumn Term 1 &amp; 2</b>	<p><b>Component 1: <i>Generating Ideas in Art and Design</i></b></p> <p><b>Assignment Title: - Hybrid</b></p>	<p>The assessment for this term will be based on research into the work of artists and designers related to the theme and the product that have been selected from the brief. Exploration of the formal elements, properties of materials, design principles, techniques and processes that are appropriate to intentions. Research into the audience and conduct primary and secondary research into objects, culture, materials of things that would be used to create a hybrid such as drawings and photographs. Initial practical responses to own research including testing and continual annotation reflecting on research and progress of the assignment.</p>
<b>Spring Term 1 &amp; 2</b>	<p><b>Component 1: <i>Generating Ideas in Art and Design</i></b></p> <p><b>Assignment Title: - Hybrid</b></p>	<p>The assessment for this term is show that you can identify what you are going to make, considering how others have made similar products or solved similar problems. Use different methods to generate a broad range of ideas these can include: brainstorming, mind mapping and other visual methods. Generate visual presentations of ideas and techniques such as drawing and refining final prototype with images and notes.</p>

<b>Summer Term 1 &amp; 2</b>	<b>Component 2: Develop Practical Skills in Art and Design</b>  <b>Assignment Title: - VEE: Vegan Cookbook Cover Design</b>	The assessment for this term is show understanding through a series of draft sketches using digital or traditional methods of art and design. Using sample fonts and experiments with text layout and titling. The use of colour palletes and test prints using a range of different types of paper and card appropriate to intentions. Original designs testing a range of media of choice for the cover illustration and documentation of skills and cover development.
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