

ART, CRAFT AND DESIGN CURRICULUM ROADMAP

Explore creativity. Develop skills. Express ideas.

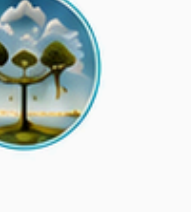
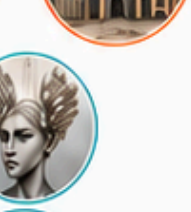
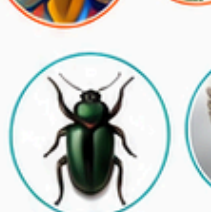
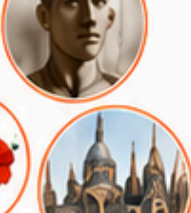
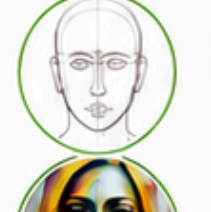


**YEAR
11**

ART, CRAFT AND DESIGN Exam AQA

- September-December: Coursework Project
Continue developing and completing the 10-hour exam coursework project alongside the planned, experimentation between 2–3 personal outcomes.
- January-April: Exam Project: Select one of seven themes provided by AQA and independently develop a personal response, supported by a minimum trip to the Modern.
- Assessment and Final Exam: Finalise the four AQA Assessment Objectives — AO1 Develop, AO2 Refine, AO3 Record and AO4 Present — before completing the final piece of artwork two-day practical exam.

- ★ Mock Exam (to conclude coursework)
- ★★ Exam



**YEAR
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ART, CRAFT AND DESIGN Coursework AQA

- Coursework Project: Begin in the Autumn term project with a trip to RHS Garden Wisley, gathering first-hand photographs, drawings and observations.
- Developing on an Artist: Research and analyse artists, explore new media, developing their photographs, investigating layering techniques, blending and exploring collage, experiments.
- Marking Criteria: Follow the four AQA Assessment Objectives — AO1 Develop, AO2 Refine, AO3 Record and AO4 Present a personal and meaningful response.

- ★ Assessment Window
- ★★ Mock Exam

**YEAR
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PORTRAITURE AND IDENTITY

- Explore portraiture and identity by investigating how artists communicate personality, archetypes and personal narrative.
- Develop accurate drawing skills using facial proportions, observational drawing and the grid method to create detailed facial features.
- Create personal mixed-media responses using chalk, charcoal, acetate, acrylic paint, colour washes and a thoughtful compositional choices.

- ★ Assessment Window

**YEAR
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ARCHITECTURE

- Explore architecture and its relation design through drawing, research and creative experimentation.
- Develop accurate skills drawing pen rendering, city constructs and architectural painting.
- Create city/landscapes including a magnetic composition sculpture and a personal mixed design.

- ★ Assessment Window

**YEAR
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THE FORMAL ELEMENTS OF ART, SYMBOLISM AND SURREALISM

- Explore the formal elements of art — line, tone, colour, shape, form, texture and space.
- Develop practical skills through drawing, painting, colour blending, mark-making and composition.
- Create meaningful and imaginative artwork using symbols and surrealism to communicate personal ideas.

- ★ Assessment Window

TRANSFERABLE SKILLS

-  Creativity and original thinking
-  Problem-solving and decision-making
-  Observation and attention to detail
-  Communication of ideas and meaning
-  Planning, organisation and time management
-  Resilience, patience and perseverance
-  Independent learning and self-reflection
-  Confidence in experimenting and taking creative risks



CAREERS WITH ART

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|  Architect |  Game Designer |
|  Animator |  Concept Artist |
|  Illustrator |  Web Designer |
|  Fine Artist |  Advertising Creative |
|  Art Teacher |  Museum or Gallery Curator |
|  Tattoo Artist |  Ceramicist |
|  Product Designer |  Art Director |
|  Interior Designer |  Landscape Architect |
|  Jewellery Designer |  Visual Merchandiser |
|  Costume Designer |  Sign Writer |
| |  Special Effects Artist |
| |  Film or Theatre Set Designer |