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| Year group: Y11 Subject: ART | | | | |
| Term 1 - Focus | Outcomes | The link to curriculum aims.  Why teach this and why now? | Linked to: | Promoting SMSC |
| Vocational Studies:  Design Brief:  **The greeting card company, Clynton Cards have commissioned you to design a collection of 6 cards (e.g.s.Birthday, Christmas, Wedding, Good Luck, Congratulations, New Home, Get Well and I’m Sorry…) The collection has to have one theme. Clyntons Cards would like each greeting card image to be created in a different medium (pencil, pastel, paint...) For each media selected you will need to make a number of images, experimenting with different formal elements (shape, colour, pattern…) You may want to look at how specific artists use different media to create their art work.** | 2D Mark making using:  pencil  pencil crayon  charcoal  digital photograph  print  water-colour  Selection of 6 images for completed greeting cards. | Fine motor skills:  Refining and practicing | * Communication and interaction * Self-care and independence * Social, emotional mental health * Cognition and learning * Physical and Sensory * Topic. * Maths – pattern and shape. * Geography – art from other cultures. * History – influential historical art movements. | Social- Community visits to develop skill set. Understanding the value of the learning within the community setting (British Values). Relating learning to real life settings. Work related learning. Social development between peers  Moral-  Offer reasoned views on your thoughts. Following school rules.  Spiritual-  enjoy learning about oneself, others and the surrounding world  Cultural- Understand, accept, respect and celebrate your own learning as well as your peers |
| Be familiar with specific 2D artist: | Social, emotional, mental health:  Pupils to be aware of how different artist see the world around them and how the artist communicates their feelings and observations through their work.  Pupils be able to express feelings through their own art.  Pupils use their own art as a way to access mindfulness for emotional well being. |

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| Year group: Y11 Subject: ART | | | | |
| Term 2 - Focus | Outcomes | The link to curriculum aims.  Why teach this and why now? | Linked to: | Promoting SMSC |
| Vocational Studies:  Design Brief:  **The retailer STORAGE SOLUTIONS has commissioned you to design a modern and quirky container based on a theme selected by you, the designer. They would like:**   * **A selection of sketches for the design.** * **A ‘mock-up’ of the container made from appropriate materials.** * **An eye-catching colour scheme and graphics or logo to decorate your mock–up container.**   **You will need to look at a selection of containers to get an idea of what your container will hold.** | 3D skill development:  produce container using appropriate material: card, clay, Modroc… | Fine motor skills:  Refining and practicing | * Communication and interaction * Self-care and independence * Social, emotional mental health * Cognition and learning * Physical and Sensory * Topic. * Maths – pattern and shape. * Geography – art from other cultures. * History – influential historical art movements. | Social- Community visits to develop skill set. Understanding the value of the learning within the community setting (British Values). Relating learning to real life settings. Work related learning. Social development between peers  Moral-  Offer reasoned views on your thoughts. Following school rules.  Spiritual-  enjoy learning about oneself, others and the surrounding world  Cultural- Understand, accept, respect and celebrate your own learning as well as your peers |
| Be familiar with specific 3D artist: | Social, emotional, mental health:  Pupils to be aware of how different artist see the world around them and how the artist communicates their feelings and observations through their work.  Pupils be able to express feelings through their own art.  Pupils use their own art as a way to access mindfulness for emotional well being. |

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| Year group: Y11 Subject: ART | | | | |
| Term 3 - Focus | Outcomes | The link to curriculum aims.  Why teach this and why now? | Linked to: | Promoting SMSC |
| Vocational Studies:  Design Brief:  **The theme park FunderDome is opening a new ride and requires graphics to make the ride eye-catching and original. FunderDome have commissioned you to produce the graphics including a title for the ride and accompanying art work. The graphics can be in either 2 or 3 dimensions and you may want to have a selection of both. The graphics should be a scale model and need to be bright, colourful and bold.** | 2D Mark making using various art mediums  3D skill development  Sculpture : papier-mâché/Modroc/clay  produce graphic art in either 2D or 3D | Fine motor skills:  Refining and practicing | * Communication and interaction * Self-care and independence * Social, emotional mental health * Cognition and learning * Physical and Sensory * Topic. * Maths – pattern and shape. * Geography – art from other cultures. * History – influential historical art movements. | Social- Community visits to develop skill set. Understanding the value of the learning within the community setting (British Values). Relating learning to real life settings. Work related learning. Social development between peers  Moral-  Offer reasoned views on your thoughts. Following school rules.  Spiritual-  enjoy learning about oneself, others and the surrounding world  Cultural- Understand, accept, respect and celebrate your own learning as well as your peers |
| Be familiar with specific 2D artist: | Social, emotional, mental health:  Pupils to be aware of how different artist see the world around them and how the artist communicates their feelings and observations through their work.  Pupils be able to express feelings through their own art.  Pupils use their own art as a way to access mindfulness for emotional well being. |

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| Year group: Y11 Subject: ART | | | | |
| Term 4 - Focus | Outcomes | The link to curriculum aims.  Why teach this and why now? | Linked to: | Promoting SMSC |
| Vocational Studies:  Design Brief:  **The School band Forbidden Fruits wants a striking image for the cover of their first album. You have been commissioned to select a theme and then produce a selection of images using different art mediums. For each media selected you will need to make a number of images, experimenting with different formal elements (shape, colour, pattern…) You may want to look at how specific artists use different media to create their art work. One of these will be chosen as the album cover image.** | 2D Mark making using:  chalk-pastel  oil-pastel  ink  computer generated  collage  poster-paint  Selection of images for album cover. | Fine motor skills:  Refining and practicing | * Communication and interaction * Self-care and independence * Social, emotional mental health * Cognition and learning * Physical and Sensory * Topic. * Maths – pattern and shape. * Geography – art from other cultures. * History – influential historical art movements. | Social- Community visits to develop skill set. Understanding the value of the learning within the community setting (British Values). Relating learning to real life settings. Work related learning. Social development between peers  Moral-  Offer reasoned views on your thoughts. Following school rules.  Spiritual-  enjoy learning about oneself, others and the surrounding world  Cultural- Understand, accept, respect and celebrate your own learning as well as your peers |
| Be familiar with specific 2D artist: | Social, emotional, mental health:  Pupils to be aware of how different artist see the world around them and how the artist communicates their feelings and observations through their work.  Pupils be able to express feelings through their own art.  Pupils use their own art as a way to access mindfulness for emotional well being. |

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| Year group: Y11 Subject: ART | | | | |
| Term 5 - Focus | Outcomes | The link to curriculum aims.  Why teach this and why now? | Linked to: | Promoting SMSC |
| Vocational Studies:  Design Brief:  **Forbidden Planet is looking for a new sign for the outside of their building. They have commissioned you to produce a 3D structure of a Robotic or mechanical being to add to the existing LOGO to stand outside the shop. There is no need to alter the title graphic but you may want to include this in your completed design. Your completed structure needs to be a scale model that is eye catching and original. The being needs to be of robotic or mechanical origin.** | 3D skill development:  Sculpture : Modroc  produce scale model of a robotic or mechanical being. | Fine motor skills:  Refining and practicing | * Communication and interaction * Self-care and independence * Social, emotional mental health * Cognition and learning * Physical and Sensory * Topic. * Maths – pattern and shape. * Geography – art from other cultures. * History – influential historical art movements. | Social- Community visits to develop skill set. Understanding the value of the learning within the community setting (British Values). Relating learning to real life settings. Work related learning. Social development between peers  Moral-  Offer reasoned views on your thoughts. Following school rules.  Spiritual-  enjoy learning about oneself, others and the surrounding world  Cultural- Understand, accept, respect and celebrate your own learning as well as your peers |
| Be familiar with specific 3D artist: | Social, emotional, mental health:  Pupils to be aware of how different artist see the world around them and how the artist communicates their feelings and observations through their work.  Pupils be able to express feelings through their own art.  Pupils use their own art as a way to access mindfulness for emotional well being. |

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| Year group: Y11 Subject: ART | | | | |
| Term 6 - Focus | Outcomes | The link to curriculum aims.  Why teach this and why now? | Linked to: | Promoting SMSC |
| Vocational Studies:  Design Brief:  **Apple has commissioned you to design a pattern for a new material to be used for a range of laptop bags, ipad and iphone cases.They would like the design to be influenced by the natural world and be in vivid and bold colours. You will need to look at animal skin pattern, leaf, flower and shell structures for your inspiration. You will need to experiment with colour to see what combinations work best.** | 2D Mark making using various art mediums:  print  collage  3D skill development  ‘Tile’ : clay  produce patterned piece of work in either 2D or 3D | Fine motor skills:  Refining and practicing | * Communication and interaction * Self-care and independence * Social, emotional mental health * Cognition and learning * Physical and Sensory * Topic. * Maths – pattern and shape. * Geography – art from other cultures. * History – influential historical art movements. | Social- Community visits to develop skill set. Understanding the value of the learning within the community setting (British Values). Relating learning to real life settings. Work related learning. Social development between peers  Moral-  Offer reasoned views on your thoughts. Following school rules.  Spiritual-  enjoy learning about oneself, others and the surrounding world  Cultural- Understand, accept, respect and celebrate your own learning as well as your peers |
| Be familiar with specific 2D/3D artists: | Social, emotional, mental health:  Pupils to be aware of how different artist see the world around them and how the artist communicates their feelings and observations through their work.  Pupils be able to express feelings through their own art.  Pupils use their own art as a way to access mindfulness for emotional well being. |