

## **Key Stage 3 Art and Design curriculum map**

		Unit 1A	Unit 1B	Unit 1C (optional)	Unit 1D	Unit 1E	Unit 1F
Year 7	Content	Formal Elements  Formal elements (shape, line, tone, colour, pattern, texture, composition and form) and use of Clay  Colour wheel + mixing colour  Still life drawing and painting from observation  Artist study: Ben Nicholson (British)  Artist Study: Paul Cezanne (French)	using clay to make Bottles and understanding how to use glaze     Modroc, wire and Plaster Paris collage	Wedgwood     History of Wedgewood and ceramics, including information up to present day     Techniques of hand building and slip cast clay     making of ceramics wares	Food and Cooking  Keeping ourselves, our food, and our environment safe Principles of the Eat well guide Hygienically clearing the workstation The functions of equipment The 8 tips for healthy eating Explain energy and how needs change through life Nutrients, sources and functions Sensory evaluation/peer review Adapt and follow recipes Develop skills with equipment and processes Introductory food science	Mondrian Jewellery box	Vivienne Westwood Jewellery pouch  The '70's and Vivienne Westwood Sewing techniques - running, back and blanket Creating My Design Cutting my fabric Sewing my pouch Applique (HAPS) Finishing my work Simple evaluation template  Punk Rock Teddy Bear (Aspiration unit) The '70's and Vivienne Westwood Sewing techniques - running, back and blanket Creating My Design Cutting my fabric Sewing my pouch Applique (HAPS) Finishing my work Simple evaluation template
Year 8	Content	Architecture     Periods, styles and major movements in architecture and design     2D and 3D Perspective drawings     3D Model making	Architects and Designers  Artist study: Camille Walala  Artist study: Zaha Hadid  Architect study: Richard Rogers (British- Italian))	Diet and Health  Recap Health and safety Food Hygiene principles Recap The Eatwell guide and Tips for healthy eating Understand main sources and functions of Energy and Nutrients Benefits of Hydration and consequences of dehydration Adapt and follow recipe to prepare savoury dishes Source healthy choice of ingredients to cook a range of sweet and savoury dishes)	Diet and Health Develop and demonstrate a wider range of food skills and techniques Understand Food Labelling and implication on health Sensory Evaluation and Peer review Midpoint review Apply knowledge of food science use literacy and numeracy skills in real-life scenarios track progress	Chairs  Design Brief History of the Chair Frank Gehry - What Can Cardboard Do? (material properties, forces and stresses) Isometric and Orthographic drawing Design Specification Designs (1 and 2) - peer vote Craft Kife/Glue Gun Safety Making my maquette Making my Maquette Testing and Evaluation	A-Maze-Ing     Design brief, pre-test     Coordinates     Creating my path, working out percentages     Isometric Drawing, colour     Design specification     Materials and tools - MDF,     hacksaw, tri-square, steel rule, belt sander     Beginning our prototypes     Working on our prototypes     Painting - control     Computer-aided design     Testing and evaluating against the brief and specification



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Year 9	Content	Cultural Concept/ Historical/ Ancient and Modern styles Portraiture drawing Form Freehand drawing African Mask/ ancient histories Artist Study: Yinka Shonibare (African British) (ATL) Artist study: William Morris and Kehinde Wiley (flowers and patterns)	Cultural Concept/ Historical/ Ancient and Modern styles  Portraiture Painting Artist study- Khadija Saye Artist study: Black British (windrush)/ African American/ British	Making Choices Principles of food hygiene and safety Principles of the The Eatwell guide The 8 tips for healthy eating Explain energy and how needs change through life Nutrients, sources and functions Adapt and follow recipes	Making Choices  Cook complex dishes  Develop and demonstrate a wider range of food skills and techniques  Factor about food and drink choice  Iterative process of planning and making apply knowledge of food science  use literacy and numeracy skills in real-life scenarios track progress Food investigation	Steady Hand Game  Brief Children's' toys Specification Electronics 1 - theory Electronics 2 - safety Designing your path Electronics 3 - wiring Constructing base Electronics 4 - finishing Pilar drill and belt sander Sanding and painting base Testing against the specification and Brief	Why Flag     Who am I     What do flags mean?     Signs and signifiers,     Semiotics     My designs     Beginning my flag - applique stitch     Working on my flag     Finishing and evaluating