



Curriculum Intent: In the Art Department we engage with the creative process of Art, Craft and Design. Empowering our pupils to develop their practical skills using a range of materials, techniques and processes to become creative independent learners. Developing critical understanding through investigation to generate instinctive curiosity and desire to create. Pupils show this through a range of visual and written stimuli.

Curriculum Rationale: The Art curriculum has been designed to develop and capture pupil's creativity. We want pupils at Bloxwich Academy to experience a broad range of materials, techniques and processes in their curriculum. Exploring both historical and contemporary Art movements and artists to develop knowledge that will interest and empower them in their Art. Our curriculum map strives to build on pupil's confidence and resilience when creating artwork. All sections of the curriculum allow pupils to gain not only the knowledge of technical art skills but also the experiences and this is what our whole school statement promotes. The teaching staff supports pupils' creative intentions and have developed projects that hold interesting and engaging topics for pupils in today's society.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7	Formal Elements of Art - key principles of Art		Art Movements – Chronological Art timeline of key movements in society		Coat of Arms – Impact of Cultural heritage in Art	
8	Mad Hatter's - Fuelling imagination from a literacy source		Green man – religious and spiritual influence in Art linked back to formal elements		Where in the World – Social and cultural influence across a range of media and outcomes	
9	Biomechanical – Careers influence under a set theme and greater depth of composition			Confectionary - Observational recording techniques building on tone, perspective and form		
10	GCSE Development skill Phase -Insects and bugs Exploration workshop skills in refinement of observation and record techniques		GCSE Unit 1 portfolio investigation – Natural forms AO1 – Theme development and research AO2 – Exploration of media and ideas AO3 – Record in application, photography and written analysis AO4 – Presentation of theme and ideas			
11	Unit 1 portfolio finalisation (60%-unit assessment)		GCSE Unit 2 SET TASK – OCR Externally Assessed Unit (40%-unit assessment) AO1 – Theme development and research to set brief AO2 – Exploration of media and ideas to set brief AO3 – Record in application, photography and written analysis to set brief AO4 – Presentation of theme and ideas to set brief			
12	A-Level Development skill Phase -Portraiture Exploration workshop skills in advanced wet, dry, photographic and digital media alongside critical and contextual influence		A- Level Unit 1 portfolio investigation – independently initiated project theme AO1 – critical contextual idea development AO2 – Extensive refinement and exploration of personal theme AO3 – In depth record and analysis of visuals, ideas and processes AO4 – Critical selection and presentation of mature and sophisticated ideas			
13	Unit 1 portfolio finalisation (60%-unit assessment)			A- Level Unit 2 SET TASK – OCR Externally Assessed Unit (40%-unit assessment) AO1 – critical contextual idea development to set brief AO2 – Extensive refinement and exploration of personal theme to set brief AO3 – In depth record and analysis of visuals, ideas and processes to set brief AO4 – Critical selection and presentation of mature and sophisticated ideas to set brief		