



Art Department Curriculum and Assessment Map

	Half Term 1	Half-Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Year 10 Fine Art	AO3 Recording ideas	AO1 Identity research	AO1 Artist research (online lessons)	AO2 Experiment (online lessons)	Artist research	Experiment
Fundamental Knowledge	Research Identity Draw from observation using line, shape and tone. Blend using pencil crayon.	Experiment with media Combine research and design ideas Presentation and artist influence.	Research artists to identify key media and knowledge.	Use digital platforms to manipulate images Combine research ideas	Research different artist as a class. Interpret biographies, artwork and influences. Analyse the work of the artist using technical language.	Combine your own research with realistic drawings. Use artist techniques in your own developed work.
Learning Checkpoint Tasks	AO3. Draw an eye realistically using line shape and tone.	AO1 combine media that shows a range of skill.	AO1 Have you used the correct technical terminology and language?	AO2 Produce a range of experiments that shows the influence of Loui Jover.	AO1 produce two artist pages (Loui Jover and Francoise Nielly that include key techniques.	AO2 combine a portrait drawing with the style of your chosen artist.
Common Assessment Task	AO3. Draw an eye realistically using line shape and tone.		AO2 Use a range of media and research. Identity page and artist influence.		AO4 Artist Understanding and Final Response	
Interleaved Knowledge	Revisit observational drawing from the beginning of year 9. Review previous work to identify improvements.		Revisit artist influences, history of and artist techniques.		Revisit each year to build on knowledge of artists. Reference to final pieces in years 7 and 8 and how they combined ideas.	