

Scheme of Work 2020-21

Subject: 3D DESIGN

Year Group: 11

Specification: EDUQAS ART & DESIGN (3D)

Lesson No	Topic & Objectives	Big Question – What will students learn?	Key Activities & Specialist Terminology (Do Now Task / Starter/Tasks/Plenary)	Planned Assessment	Homework or flipped learning resources DODDLE resources	Lit Num SMSC Codes
ADP Codes:						
Sp2 – Students have access to outstanding learning opportunities – The department is resourced to ensure all students have access to outstanding learning experiences.						
C5 – Students reach full potential as barriers have been removed – All learning objectives and tasks – allow scope for differentiation – ensuring all learners are given a chance to learn and progress.						
Sp5 – Students take responsibility for their own learning journeys – This is encouraged and facilitated with all internal assessment tasks.						
Sp9 – Creating enjoyment and fascination in learning – Practical component of Engineering allows students to gain first-hand experience of curriculum content – creating a more enjoyable and fascinating learning experience.						
C3 – Foster a passion for learning – Specialist teachers with a passion and enthusiasm for their subjects bring first-hand experience into the classroom – fostering a passion for learning.						
M1 – All stakeholders’ model resilience, positive relationships attitudes and behaviours – all social opportunities in lessons and behaviour expectations made clear by teachers. Attitude to lifelong learning modelled by teaching staff.						
1-2	Portfolio introduction	What is required for the portfolio assignment?	Provide folders and sketch books to each student. Explain the portfolio will run until December/January of year 11 when the external assessment will be set. Portfolio 60% of GCSE (120 marks). Share check lists and assessment objectives. Show example portfolio project – discuss. Students mind map the given theme ‘looking through’.	Checking quality and quantity of inclusions on mind map. Presentation of work in sketchbook.	Resources: Folders, sketchbooks, example portfolio project, checklists, assessment objectives grid, mind map template and example.	
3-4	Image board	What images will support and inspire you?	Produce an image board related to your theme/mind map. Images should be carefully selected as they will serve as inspiration.	Suitability of image selection – quality and quantity. Presentation of work in sketchbook.	Gather primary sources to meet your theme – photographs, observational drawings, etc	Lit – Opportunity for written self reflection.
5-6	Drawings	The importance of drawing	Produce drawings related to the theme of ‘looking through’. These can be things from the image board, mind map or other things related to the theme.	Skill and accuracy of drawings. Techniques used. Presentation of work in sketchbook.	Resources: Objects related to theme. Cartridge paper, pencils, pens,	Num – Understanding, scale, proportion, 3

					rubbers, sharpeners. Example work.	dimensions and perspective.
7-8	Drawings	The importance of drawing	Produce drawings related to the theme of 'looking through'. These can be things from the image board, mind map or other things related to the theme.	Skill and accuracy of drawings. Techniques used. Presentation of work in sketchbook.	Resources: Objects related to theme. Cartridge paper, pencils, pens, rubbers, sharpeners. Example work.	
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11-12	Inspiration from the work of other artists/designers	How do influential artist and designers use mark making techniques?	Look at the work of Willem De Kooning and produce drawings related to the theme in his style. Use charcoal and /or graphite sticks to create work with care-free lines. Annotate your work to explain what you have drawn, what you used and what you think of the work, also record your opinions on the work of the designer/artist.	Quality of the drawing produced and the detail of annotation.	Example of artist/designer's work. Cartridge paper of varying sizes, charcoal, graphite sticks, fixing spray.	
13-14	Inspiration from the work of other artists/designers	How do influential artist and designers use mark making techniques?	Look at the work of Pablo Picasso and produce drawings related to the theme in his (constant outline – animal) style. Use pencil then outline pen.	Quality of the drawing produced and the detail of annotation.	Example of artist/designer's work. Printer paper cut to various sizes,	

			Annotate your work to explain what you have drawn, what you used and what you think of the work, also record your opinions on the work of the designer/artist.		sharp pencils, outline pens.	
15	Inspiration from the work of other artists/designers	How do influential artist and designers use mark making techniques?	Look at the work of Andy Warhol and produce drawings/prints related to the theme in his style. Use poly-tiles and biro or pencil. Indent image onto the tile. Paint onto the tile then print onto paper. Annotate your work to explain what you have created, what you used and what you think of the work, also record your opinions on the work of the designer/artist.	Quality of the drawing/print produced and the detail of annotation.	Example of artist/designer's work. Poly tiles, biros, pencils, rollers, brushes, paints, printer paper, cartridge paper, hairdryer.	
16	Inspiration from the work of other artists/designers	How do influential artist and designers use mark making techniques?	Look at the work of Andy Warhol and produce drawings/prints related to the theme in his style. Use poly-tiles and biro or pencil. Indent image onto the tile. Paint onto the tile then print onto paper. Annotate your work to explain what you have created, what you used and what you think of the work, also record your opinions on the work of the designer/artist.	Quality of the drawing/print produced and the detail of annotation.	Example of artist/designer's work. Poly tiles, biros, pencils, rollers, brushes, paints, printer paper, cartridge paper, hairdryer.	
17-18	Inspiration from the work of other artists/designers	How do influential artist and designers use mark making techniques?	Look at the work of Bernard ... and produce mark-making related to the theme in his style. Use coloured string/thread/wool dipped in glue to create the work. Annotate your work to explain what you have created, what you used and what you think of the work, also record your opinions on the work of the designer/artist.	Quality of the mark-making produced and the detail of annotation.	Example of artist/designer's work. Cartridge paper, PVA glue (watered down), coloured thread, wool and string.	

OCTOBER HALF TERM

19	Artist/Designer investigation	The work of others	Investigate the work of another designer/artist whose work can act as an inspiration source for your ideas, developments and final piece. Include images of their work, information on them and your opinions on their work.	Presentation. Evaluative comments on the work of others. Detail of information recorded about the designer/artist.	Books, computers, sketch books.	Lit – Opportunity for analytical writing.
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20	Artist/Designer investigation	The work of others	Investigate the work of another designer/artist whose work can act as an inspiration source for your ideas, developments and final piece. Include images of their work, information on them and your opinions on their work.	Presentation. Evaluative comments on the work of others. Detail of information recorded about the designer/artist.	Books, computers, sketch books.	
21	Generating ideas	What ideas can you come up with for your project?	Begin to design and develop ideas for your project. Use the work of others to inspire your work.	Standard of design ideas.	Sketch books, paper, pencils	
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23	Generating ideas	What ideas can you come up with for your project?	Begin to design and develop ideas for your project. Use the work of others to inspire your work.	Standard of design ideas.	Sketch books, paper, pencils	
24	Generating /developing ideas	What ideas can you come up with for your project?	Begin to design and develop ideas for your project. Use the work of others to inspire your work. You can start to experiment with materials, techniques and processes that lead to your final outcome.	Standard of design ideas.	Sketch books, paper, pencils	
25	Generating /developing ideas	What ideas can you come up with for your project?	Begin to design and develop ideas for your project. Use the work of others to inspire your work. You can start to experiment with materials, techniques and processes that lead to your final outcome.	Standard of design ideas.	Sketch books, paper, pencils	
26	Generating /developing ideas	What ideas can you come up with for your project?	Begin to design and develop ideas for your project. Use the work of others to inspire your work. You can start to experiment with materials, techniques and processes that lead to your final outcome.	Standard of design ideas.	Sketch books, paper, pencils	
27	Generating /developing ideas	What ideas can you come up with for your project?	Begin to design and develop ideas for your project. Use the work of others to inspire your work. You can start to experiment with materials, techniques and processes that lead to your final outcome.	Standard of design ideas.	Sketch books, paper, pencils	
28	Final piece	Produce your final piece	Link all of your portfolio work together and create a final piece.	Quality of outcome. Skill and accuracy.	Sketch book. Workshop facilities.	

				Links to prior portfolio work/investigation		
29	Final piece	Produce your final piece	Link all of your portfolio work together and create a final piece.	Quality of outcome. Skill and accuracy. Links to prior portfolio work/investigation	Sketch book. Workshop facilities.	
30	Final piece	Produce your final piece	Link all of your portfolio work together and create a final piece.	Quality of outcome. Skill and accuracy. Links to prior portfolio work/investigation	Sketch book. Workshop facilities.	
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Christmas Holiday