

3D Design Learning Journey

CURRICULUM INTENT: In 3D Design, students learn how sources inspire the development of their ideas. They draw on the work of artists from contemporary and historical contexts, periods, societies and cultures to inform their own creative journey. Students experiment widely with designs and techniques and are encouraged to take risks as they explore elements of design within their ideas. The overall intention is that students develop highly personal and meaningful creative responses to project and design briefs through the investigation of themes.

Exam & Post – 16 Destination



Presenting a personal and meaningful response to the theme that realises intentions and demonstrates understanding of visual language.



Developing original ideas, experimenting, model and maquette making and refining uses of appropriate media and techniques.



10 Hour Exam/Unit 2

Post-16 opportunities: A-Level Art courses or Vocational courses. Further study leads to careers in the creative and design sector. Transferable skills in creative and practical problem solving are of wide applicability.

Creating personal and meaningful final pieces in a mock exam. Experiencing an extended period of unaided, focused study, under supervision. Developing organisational and time management skills.

KS4 - UNIT 2: Exam unit 40% of GCSE AQA will provide an externally set assignment

Unit 2 - EXAM PREPARATION

Developing personal ideas and contexts further.

Refining ideas.

Drawing for purpose.



Hepworth themed Lamp



Selecting and experimenting with media and techniques with increasing independence. Drawing techniques, Sculpture, Model and Maquette making.



Recording ideas and observations on a theme: drawing, photography, model making and annotation.

Investigating sources - other artists' and designers' work. Developing analytical and critical thinking skills.

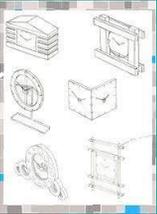
Broadening knowledge, skill and understanding of visual language and 3D design processes (Line, shape, form, tone, colour, pattern and texture within composition and construction of 3D works.

Unit 1- KS4 60% OF GCSE GRADE

Year 11



A sustained project developed in response to a broad theme e.g., lighting solution, or Sculpture.



Drawing for purpose.

Workshop skills

Art Deco Clock



Responding creatively to a brief. Experimenting with a variety of materials to express form and function.

Design



Enable students to successfully communicate their design ideas and concepts using a variety of techniques and mediums.

Investigating sources - other artists' and designers' work. Analysis of context and content. Demonstrating critical understanding.

Year 10

Materials knowledge



3D CAD SOLIDWORKS

Boat Project

Testing and evaluation

Vacuum forming

Mould making

Basic 2D Drawing



Basic hand tools



Workshop Safety



Discovery Curriculum Year 9

Metal finishing

Sources of metals and sustainability

- Understand sources of Metals
- Understand differences between and properties of Metals

Categories of Metals PEWTER

Scale Modelling



COMMAND OF THE HEIGHTS

NAPOLEONIC CRESTS



SKATEPARK

This visual learning journey follows on from the DISCOVERY CURRICULUM

