



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7	Formal Elements: learning about the building blocks of art and design.		Gargoyles: students will use contextual knowledge to create 2D designs and clay sculptures		Under the Sea: mixed media tasks with craft influence	
8	Dream Room: how to draw in perspective and show Surrealist characteristics within work		Portraits: how to draw a proportioned human face and apply this to both traditional and modern tasks		Sweet Tooth: exploring the portrayal of food and drink within art and design	
9	Where in the World?: students will learn about the arts and crafts movement, graffiti and anime		Day of the Dead: students will learn about the Day of the Dead and create their own calaveras sculpture		Biomechanics: Students will create a small series of work in response to a variety of biomechanics-inspired artists	
10	Skill Builder: Natural Forms	Skill Builder: Natural Forms	Portfolio: Intro to theme and artist 1	Portfolio: artist 2	Portfolio: artist 3 and 4	Portfolio: observational studies
11	Portfolio: observational studies and designs	Portfolio: designs and final piece (in mock)	Externally Set Task: Initial research; artist research and responses	Externally Set Task: Refinement of ideas and designs; 10-hour exam		