Art Design and Technology Journey at Gartree High School

YEAR 11

- Future pathways
- Final GCSE Exam
- Revision/Final exam Prep
- NEA hand in
- Mock Y11 exam
- Dovetailed Revision (Core and In-depth)
- NEA (coursework)
- Launch GCSE NEA (DT)
- Y10 Parent Surgery
- Design V and A Museum visit
- Scales of production
- Planned Obsolescence
- User centered design
- Circular economy
- Sustainable design
- Year 10 DT/Art mock exam
- Extended project work
- Large scale final pieces
- Exam title release (Jan)
- Personal responses to the exam
- 10 Hour final Exam (over 2 days)
- Final Art submission

YEAR 10

- End-of-year Exams (4 hour Art practical Dt written paper)
- Skills workshops Revision
- Matetrial Specialism
- Design empathy
- Homeless Project
- Easter- move into GCSE pathway
- Mock GCSE project title
- Mock NEA- Smarter Living.
- Coursework Project 1
- Kew Gardens visit
- Critical analysis
- Key Skills and techniques development
- Building relationships with Primary Users
- Portfolio approach
- Final piece extension
- Coursework project 2 (past paper focus)
- Introduction to Sculpture
- Skills workshops on material specialism
- Critical Analysis Of professional Artist
- Wider issues
- Advanced pencil skills
- Responses/ Pastiches
- New and emerging technologies
- Change in 'Design Thinking'
- Coursework review point
- Usability of products
- Coursework Project 3
- How designers influence lives?

YEAR 9

- Biomimicry
- Templates ands fabric construction
- Ergonomic and Anthropometric studies
- Multi media
- Oil pastels- Still life
- Understanding prototyping
- Manga style
- Collages
- How to draw in proportion
- The iterative process
- Modelling skills
- perspective drawing
- BT Stem Crew project
- Figure drawing
- An introduction to bioplastics
- Inks and oil pastels
- End-of-year Art/DT exam
- Using the sewing machines
- Artist response Damien Hurst
- Brush sizes, painting detail
- Paint skills
- Secondary sources as starting points
- Printing on fabrics
- Sources and origins
- How things are made?
- Independent thinking skills
- An introduction to the iterative process
- Sketch modelling
- introducing new Art techniques
- Designing for a primary user you know

YEAR 8

- Where the wild things are project (watercolor)
- The do's and don'ts when using Clay
- USB pen drive project
- Customization
- Sewing- Sock monster project
- Lap joints
- Applique, running and whipping stitches
- Weaving
- Understanding basic tolerances
- Natural vs man-made fabrics
- Accurate measuring methods
- Wider issues- material selection
- Responding to mistakes!!!
- Design for you- being the primary user
- Lunch club- prototyping a tree house
- End-of-year exams in Art, Design

YEAR 7

- Artist research into Henry Moore
- Mark making techniques in Art
- Shape forming polymers
- Basic introduction into materials
- How to use basic tools machines and equipment
- Art- baseline sketching assessment
- Quick play with CAM Laser Cutting and 3D printing
- Introduction into CAD
- The 6 r's
- RETHINK
- REUSE
- RECYCLE
- REPAIR
- REDUCE
- REFUSE
- Projects kick off with a skills based approach
- First session in every specialism- focus on ADT H&S briefing
- **TRANSITION DAYS** Get to know staff and new surroundings

welcome

'ASPIRING TO EXCELLENCE IN A SUPPORTIVE COMMUNITY'