

# NCFE Art and Design– Year 10

	Year 10 – Block A	Year 10 – Block B
<b>What do we teach?</b>	Specification: NCFE Technical Award in Art and Design (Level 1/2)	
	<p>Students complete a series of projects across Year 10. Typically a project will last for 8 weeks, with students completing a minimum of 4 during the academic year.</p> <p>Students will start with the Natural Forms project, and complete a series of pieces using ink drawing, pencil drawing, water colours and mark making. They will then complete further projects in Year 10 that use textiles, graphics, clay and photography for their remaining projects.</p> <p>The lessons are skills based and ensure students grow confident using various material processes and techniques before independently applying these to their own artworks. Artist research and response lessons are dispersed throughout the topic to engage and inspire students to respond using various mediums and adapting different skills.</p>	
<b>How does this meet the National curriculum?</b>	<p>There are five key assessment objectives, which build upon the Key Stage 3 National Curriculum. These are:</p> <ul style="list-style-type: none"> <li>• A01 Recall knowledge and show understanding.</li> <li>• A02 Apply knowledge and understanding.</li> <li>• A03 Analyse and evaluate knowledge and understanding.</li> <li>• A04 Demonstrate and apply technical skills and processes.</li> <li>• A05 Manage and evaluate the project.</li> </ul> <p>All five of these assessment objectives are present in each project or piece of work produced. They are also the key benchmark for the assessed piece in Year 11.</p>	
<b>Why does this knowledge matter?</b>	<p>It is integral that students learn how to independently explore themes and develop their ideas through different material processes, refining and experimenting in the lead up to creating a final outcome in Year 11. It is important that through artist research and responses students are able to contextualise artistic styles, aesthetics and movements to encourage their critical thinking and artistic development. It is also important to give students the opportunity to develop responses in art, craft and design. Not only is this crucial for their assessed pieces of work, but also in developing their wider cultural capital.</p>	
<b>Why do we teach in this sequence?</b>	<p>The vocational aspect of the course enables students to at first secure knowledge of art disciplines and movements throughout history. They will then develop this through practical discovery of materials and equipment within the disciplines in preparation for the synoptic project in year 11.</p> <p>Students are immersed in the topic area by experimenting and creating art pieces using the various different styles and techniques. This is then built upon with students utilising primary and secondary sources to engage and inspire. Skills sessions then further build up students developing and recording skills before creating their own outcomes based on artist research and experimentation. Having utilised and explored various styles and techniques in depth, students then independently produce a 2D or 3D artwork piece forming part of their coursework portfolio.</p>	
<b>What career links are made?</b>	<p>Architecture, graphic design, animation, interior design.</p>	

# NCFE Art and Design– Year 11

	Year 11 – Block A	Year 11 – Block B
<b>What do we teach?</b>	Specification: NCFE Technical Award in Art and Design (Level 1/2)	
	<p>In Year 11, students complete their internal assessment that is externally set by NCFE. The topic is typically split between a fine art based approach and an introduction to ceramics through clay sculpture, giving students varied skills and processes to inform their final pieces. Artist research and response lessons are also dispersed throughout the topic to engage and inspire students to respond using various mediums and adapting different skills.</p> <p>How it's assessed:            Unit 1 - Understanding the creation of art and design work - 40% Weighting Externally Assessed: Written Examination (externally marked)            Unit 2 - Understand organisations, employment and how art and design work is created in the art and design industry - 60% Weighting Internally Assessed: Synoptic Project (externally quality assured)</p>	
<b>How does this meet the National curriculum?</b>	<p>There are five key assessment objectives, which build upon the Key Stage 3 National Curriculum. These are:</p> <ul style="list-style-type: none"> <li>• AO1 Recall knowledge and show understanding.</li> <li>• AO2 Apply knowledge and understanding.</li> <li>• AO3 Analyse and evaluate knowledge and understanding.</li> <li>• AO4 Demonstrate and apply technical skills and processes.</li> <li>• AO5 Manage and evaluate the project.</li> </ul> <p>All five of these assessment objectives are used as the key benchmark for the assessed piece in Year 11.</p>	
<b>Why does this knowledge matter?</b>	<p>Students continue to learn how to independently explore themes and develop their ideas through different material processes, refining and experimenting in the lead up to creating a final outcome. It is important that through artist research and responses students are able to contextualise artistic styles, aesthetics and movements to encourage their critical thinking and artistic development. It is also important that students become comfortable challenging artwork, critically evaluating the strengths and suggested improvement areas for pieces. Not only is this crucial for their assessed pieces of work, but also a key transferable skill that can be utilised across the curriculum.</p>	
<b>Why do we teach in this sequence?</b>	<p>In the beginning of year 11 students should have built up the knowledge of materials and techniques to explore themes more independently. Students will still be guided through certain subjects and ideas, but a focus is on developing their own independence and creativity. We conclude the course by completing the externally set assignment. This requires students to build and document their critical understanding of artists, their ideas and their own artwork to fully immerse themselves in a visual language. This is completed independently.</p>	
<b>What career links are made?</b>	<p>Architecture, graphic design, animation, interior design.</p>	