GCSE Curriculum Overview

Fine Art and Photography

Long term curriculum overview

Skills Practical - Painting, Photography, Sculpture, Ceramics, Mixed Media, Charcoal, Drawing, Typography, Stencil, Lino/Polyblock printing, Analysis, Plaster Communication & Interpersonal - Analysing the work of a range of artists and learning how to respond to their work. Independently completing an outcome through initial development to refinement and mock up outcome.

Resilience - Learning how to improve drawing, painting, 3D and print skills. Identify and solve problems Critical Thinking - Producing ideas for outcomes. Thinking about how to improve the quality of work. Considering how to respond to artist work in a practical way Initiative-Developing practical skills and learning how to explore different media in art Complex Problem Solving - Developing ideas for a final outcome. Analysis of artist and own work Productivity and Accountability - Meeting deadlines and organising own time to ensure work is completed. Completing set tasks to a timeframe. The goal is to complete a successful outcome that encompasses all practical skills learned throughout the unit.

Futures - Photography, Painter, Fine Artist, Ceramics, Illustrator, Collage Artist, Mixed Media, Stop Motion, Journalism

Practical - Mixed Media, Charcoal, Drawing, Typography, Stencil, Lino/Polyblock printing Communication & Interpersonal - Thinking of slogans to express themselves. Discussion of current world and news events. Analysing artwork by Juliana Coles and Banksy Resilience - Learning how to improve drawing, painting and print skills. Identify and solve problems Critical Thinking - Creating slogans to express themselves and represent visual images. Questioning how to improve outcomes and evaluating your own work and that of others Initiative- Developing practical skills and learning how to explore different media in art Complex Problem Solving - Developing ideas for a final outcome. Analysis of artist and own work Productivity and Accountability - Completing set tasks to a timeframe. The goal is to complete a successful outcome that encompasses all practical skills learned throughout the unit

GCSE Fine Art Sep Year 10 - Dec Year 11(real to unreal)

Drawing Still life Mixed media natural forms	Developing ideas research still life and natural form artists	Refining ideas, experiment with materials and try 3D natural forms and still life outcomes	Final outcome for still life/natural forms	Portraiture and distortion Photography, collage, painting and drawing techniques	Refining ideas, experiment with materials and try 3D portraiture techniques
Final outcome for distorted portraits	Possible mini project looking at landscape or photography? TBC and dependant on resources	Mock exam linking to one of the previous units	Completion of coursework portfolio and mounting of work		

GCSE Fine Art Year 11 Jan-Apr

Externally set ideas 2 weeks		•	Refining final ideas 2 weeks	2 day final exam practical.
------------------------------	--	---	------------------------------	-----------------------------

GCSE Photography Sep Year 10 - Dec Year 11 Real to Unreal

Camera Function Aperture Shutter Speed ISO Exposure Triangle Lighting	Darkroom Techniques Photogram Printing and processing film Safe darkroom practices	Still Life Edward Weston Imogen Cunningham Olivia Parker Ori Gerscht	Still Life Development and refinement of ideas using a range of objects and lighting	Collections Barry Rosenthal Emily Blincoe Typology	Portraiture Photograms - Man Ray Yousuf Karsh Gjon Mili Laurence Demaison
Distorted Portraits Hattie Stewart Sebastien Del Grosso, Alberto Serveso, Adam Morgan, Joon Lee	Unusual viewpoints Forced perspective Worms eye, birds eye, through glass	Landscape Faye Godwin Ansel Adams Martin Parr	Photo montage Drawing with found images Alexander Rodchenko Peter Blake John Heartfield	Light writing Picasso Andre Serano Hannu Huhtamo Trevor Williams	Found Alphabet looking for words in the built and natural environment

GCSE Photography Jan-Apr Year 11

Jan 2nd Externally set exam issued	Developing ideas 2 weeks	Experimenting with media 3 weeks	Recording ideas 3 weeks	Refining final ideas 2 weeks	2 day final exam practical.
--	--------------------------	----------------------------------	-------------------------	------------------------------	-----------------------------