Westfield Academy - Curriculum Information

The curriculum provides students with the knowledge and skills to experiment, invent and create their own works of art with the opportunity to work in both two and three dimensions and across a wide range of media, techniques and processes. Students will gain critical thinking and understanding the history and culture of a range of artists, craft makers and designers.

Art

Head of Department	Miss A Cattini
Head of Department email	aci@westfield.academy
Lessons per 2 week cycle	5
Specification/Board details/Key stage	Year 10 Edexcel GCSE Art, craft and design

Term by term

Autumn 1	Autumn 2	Spring 1
Introduction to GCSE Art. **Arrangements** Knowledge of: - Drawing from observation, using proportion, scale, perspective. - Understanding of primary/ secondary sources. - Analysis of artists' work, looking at the formal elements. - Sketchbook page layout and understanding. - Development of own ideas to create an initial response. - Study the work of Giorgio Morandi, Sarah Graham, Kate Talbot		**Identity** Knowledge of: - Drawing from observation, using proportion, scale, perspective. - Understanding of primary/ secondary sources. - Analysis of artists' work, looking at the formal elements. - Sketchbook page layout and understanding. - Development of own ideas to create an initial response.

Spring 2	Summer 1	Summer 2
Continue from Spring 1	**Fragments**	

	- Understanding of A01 - development of ideas linking to a range of artists. - Understanding of A02 - experimentation of materials and understanding the best use and application of materials linking to their artist. - Understanding of A03 - recording through observational drawing, photo edits, initial response. - Understanding of A04 - developing a personal response and planning an outcome.
Key Skills developed	Technical skills, experimentation with media, research and analytical skills, concept development, composition and planning, time management and organization, critical thinking and reflection, creativity and innovation, presentation and display skills, collaboration and peer feedback
Useful Websites	https://www.bbc.co.uk/bitesize/examspecs/z8nq6rd https://qualifications.pearson.com/en/qualifications/edexcel-gcses/art-and-design-2016.html Gallery websites
Reading/Literacy requirements /Key Words	**Elements of Art** 1. **Line**: A mark made by a tool, such as a pencil or brush, that can vary in width, direction, and length. 2. **Shape**: A two-dimensional area defined by lines or edges, which can be geometric (e.g., square) or organic (e.g., leaf). 3. **Form**: A three-dimensional object or the illusion of three dimensions in a two-dimensional artwork. 4. **Colour**: The visible spectrum of light; includes primary, secondary, and tertiary colours, as well as hue, tone, and shade. 5. **Texture**: The surface quality of an object, either actual (how it feels) or implied (how it looks like it would feel). 6. **Tone**: The lightness or darkness of a color or shade, used to create contrast and depth. 7. **Space**: The area around, between, or within objects; can be positive

(occupied) or negative (empty).

Drawing equipment

1. **Pencil**: A tool with a graphite core, available in different hardness levels (e.g., HB, 2B, 6B) for light or dark lines.
2. **Eraser**: Used to remove pencil marks or lighten areas of a drawing.
3. **Sharpener**: A tool for maintaining a fine point on pencils for precise drawing.
4. **Charcoal**: A drawing material made from burnt wood, ideal for bold, expressive lines and shading.
5. **Ruler**: A straight edge used for drawing precise lines and measuring distances.

Painting Tools

1. **Paintbrush**: A tool with bristles used to apply paint; available in different shapes (e.g., flat, round) and sizes.
2. **Palette**: A flat surface for mixing and holding paint.
3. **Acrylic Paint**: A fast-drying, water-based paint that is versatile and widely used.
4. **Watercolor Paint**: A translucent paint that is diluted with water for soft effects.
5. **Oil Pastels**: A stick of pigment and oil binder used for vibrant, blendable colours.

Exam-Specific Terms

1. **Artistic Intent**: The purpose or message the artist aims to communicate through their work.
2. **Final Piece**: The completed artwork that represents the culmination of a project.
3. **Development**: The process of refining ideas and experimenting with materials to create a final piece.
4. **Primary Source**: Observations or studies made directly from life, objects, or nature.
5. **Secondary Source**: Reference material such as photographs,

	books, or online images. **Creative Process** 1. **Sketchbook**: A journal where students document research, ideas, and experiments. 2. **Annotation**: Written explanations or notes about an artist's work, techniques, or personal ideas. 3. **Mark-Making**: The variety of lines, dots, and textures used in an artwork. 4. **Mood Board**: A collage of images, textures, and materials used to inspire a project. **Core Artistic Concepts** 1. **Composition**: The arrangement of visual elements (line, shape, color, space) in an artwork. 2. **Proportion**: The relationship between the sizes of different elements within an artwork. 3. **Perspective**: A technique for creating the illusion of depth and three-dimensionality on a flat surface. 4. **Focal Point**: The area of an artwork that draws the viewer's attention first. 5. **Contrast**: The difference between elements (e.g., light and dark, rough and smooth) to create visual interest. 6. **Balance**: The distribution of visual weight in an artwork, either symmetrical or asymmetrical.
Homework requirements	Students will be set 1 piece of homework every week. This homework should take a minimum of 1 hour to complete.
Personal Development Links	GCSE Art fosters personal development by encouraging creativity, self-expression, and resilience. Students deepen their technical skills while exploring personal and cultural themes, building confidence in their unique artistic voice. They develop critical thinking through analyzing artists' work and reflecting on their own practice, learning to articulate ideas and respond to feedback. The curriculum enhances time management and problem-solving skills as students plan and

	complete projects independently. By experimenting with diverse media and techniques, students gain adaptability and innovation, preparing them for creative challenges beyond the classroom.
Trips/Visits (If applicable)	KS4 art workshop sessions