



YOUR
SCHOOL
JOURNEY

YEAR 10

3D Design

Autumn

What are you aiming towards? Introduction to GCSE 3D Design

Master class in design and illustration. Why? To be able to develop skills that would be used in industry to generate innovative ideas. Build on artistic skills developed at key stage 3 and generate new ones.

Analyse the work of others- introduction into a range of design movements and designers to influence your design process based on Brutalist architecture and furniture design.

Spring

Develop new skills- investigate materials such as concrete, plaster and foam to produce models and prototypes inspired by Brutalist architecture.

Drawing workshop- develop a new approach to drawing that is free and has no constraints. Investigate different tools and mediums to see which drawing style suits you.

Creative and innovative design- produce a piece of lighting inspired by a investigation process, the work of others and Brutalism.

Summer

Mock exam.

Build your repertoire of skills with a range of work shops in printing, model making, CAD, metal work and ceramics

Reflect on your practice and refine and build on AO1, A02 and AO3

Introduction to iconic and modern architecture for project 2, which will lead into year 11.

Educational Visits

Visit Yorkshire sculpture park to participate in a sculpture work shop and view the work of inspirational artists and designers.
Visit Manchester city centre to photograph the variety of architecture around us.

Extra curricula

Students will have access to catch up clubs at lunch 3 times a week and a after school club in 3D construction.

Assessment

There is a practical assessment every 4th lesson, and theory assessment every half term. Why? To check students long term memory and development of practical skills. So that all pupils can act on personalised next steps and take responsibility for their future progress.

BUILDING EXCEPTIONAL YOUNG MEN



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YEAR 11

Systems

Autumn term

NEA- Design and development for a final prototype

Produce a range of innovative and client centred design using; orthographic, 2D and 3D design

Investigate, model and test a range of prototypes

Develop your knowledge of materials and their properties, recapping on prior learning applying them to a exam context

Mock exam

Spring term

Develop your knowledge in composite materials, weekly written challenge based on core materials in supporting exam context

What do people think? Product test your final prototype, see if it is fit for purpose.

Summer term

Revision focus- recap and recall revision techniques.

Extra Curricular

Revision sessions held after school fortnightly, with additional sessions in the half term

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