

Curriculum Map						
Year 10						
Half term	Unit title with hyperlink to scheme of work	Unit summary	Skills & content covered	Skills & content revisited	Summary of formative marking, feedback and student response	Summative assessment schedule, including assessment criteria
Autumn 1	AQA Textiles Art and Design: Fashion and Architecture project	<p>Introduce students to range of materials, experimental techniques and processes and give them the opportunity to:</p> <ul style="list-style-type: none"> • explore practical activities • make connections with the work of textile artists, craftspeople and designers • integrate the use of drawing and written annotation into working practice • respond to a given starting point(s) • understand objectives by having them explained, identified and exemplified • develop and present work in any appropriate format such as sketchbooks, worksheets or through sample and design journals • to produce a quality practical outcome, • to become competent and confident using a range of printing and techniques • Learn a range of CAD techniques • to learn basic pattern drafting and draping techniques • study a range of fashion designers and investigate the history of fashion and clothing 	<p>Practical workshops responding to initial paper responses and artist / designer investigations: 3D paper folding techniques, tie dye and shibori, pleats, frills and gathering</p> <p>FOCUS: THE FOUR ASSESSMENT OBJECTIVES, PARTICULARLY AO1 Develop ideas through investigations, demonstrating critical understanding of sources & AO2 - Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes</p>	Review of dye techniques	Students work towards AO criteria, work s marked on marksheets in project folders with WWW/EBI comments and there are session in class and for HW where students response to feedback. Verbal feedback is given in class	GCSE1-9 using AQA mark scheme and grade descriptors for progress checks and at end of unit
Autumn 2	AQA Textiles Art and Design: Fashion and Architecture project	<p>Introduce students to range of materials, experimental techniques and processes and give them the opportunity to:</p> <ul style="list-style-type: none"> • explore practical activities • make connections with the work of textile artists, craftspeople and designers • integrate the use of drawing and written annotation into working practice • respond to a given starting point(s) • understand objectives by having them explained, identified and exemplified • develop and present work in any appropriate format such as sketchbooks, worksheets or through sample and design journals • to produce a quality practical outcome, • to become competent and confident using a range of printing and techniques • Learn a range of CAD techniques • to learn basic pattern drafting and draping techniques • study a range of fashion designers and investigate the history of fashion and clothing 	<p>Practical workshops responding to initial paper responses and artist / designer investigations: Print development using stencils, developing CAD skills on 2D design and Adobe Photoshop</p> <p>FOCUS: THE FOUR ASSESSMENT OBJECTIVES, PARTICULARLY AO3 Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress. AO4 Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.</p>	Review of print techniques	Students work towards AO criteria, work s marked on marksheets in project folders with WWW/EBI comments and there are session in class and for HW where students response to feedback. Verbal feedback is given in class	GCSE1-9 using AQA mark scheme and grade descriptors for progress checks and at end of unit
Spring 1	AQA Textiles Art and Design: Fashion and Architecture project	<p>Introduce students to range of materials, experimental techniques and processes and give them the opportunity to:</p> <ul style="list-style-type: none"> • explore practical activities • make connections with the work of textile artists, craftspeople and designers • integrate the use of drawing and written annotation into working practice • respond to a given starting point(s) • understand objectives by having them explained, identified and exemplified • develop and present work in any appropriate format such as sketchbooks, worksheets or through sample and design journals • to produce a quality practical outcome, • to become competent and confident using a range of printing and techniques • Learn a range of CAD techniques • to learn basic pattern drafting and draping techniques • study a range of fashion designers and investigate the history of fashion and clothing 	<p>Practical workshops: developing ideas using 2D and 3D techniques including fashion design and illustration pattern cutting, creating darts, making toiles</p> <p>FOCUS: THE FOUR ASSESSMENT OBJECTIVES, PARTICULARLY AO3 Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress. AO4 Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.</p>	Review of 3D techniques, design and illustration development and constructions: seams and hems	Students work towards AO criteria, work s marked on marksheets in project folders with WWW/EBI comments and there are session in class and for HW where students response to feedback. Verbal feedback is given in class	GCSE1-9 using AQA mark scheme and grade descriptors for progress checks and at end of unit
Spring 2	AQA Textiles Art and Design: Fashion and Architecture project	<p>Introduce students to range of materials, experimental techniques and processes and give them the opportunity to:</p> <ul style="list-style-type: none"> • explore practical activities • make connections with the work of textile artists, craftspeople and designers • integrate the use of drawing and written annotation into working practice • respond to a given starting point(s) • understand objectives by having them explained, identified and exemplified • develop and present work in any appropriate format such as sketchbooks, worksheets or through sample and design journals • to produce a quality practical outcome, • to become competent and confident using a range of printing and techniques • Learn a range of CAD techniques • to learn basic pattern drafting and draping techniques • study a range of fashion designers and investigate the history of fashion and clothing 	<p>Construction of final piece</p> <p>FOCUS: THE FOUR ASSESSMENT OBJECTIVES, PARTICULARLY AO3 Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress. AO4 Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.</p>	Review of all skills in application for final pieces	Students work towards AO criteria, work s marked on marksheets in project folders with WWW/EBI comments and there are session in class and for HW where students response to feedback. Verbal feedback is given in class	GCSE1-9 using AQA mark scheme and grade descriptors for progress checks and at end of unit
Summer 1	AQA Textiles Art and Design: Mock exam unit	<p>Introduce students to range of materials, experimental techniques and processes and give them the opportunity to:</p> <ul style="list-style-type: none"> • explore practical activities • make connections with the work of textile artists, craftspeople and designers • integrate the use of drawing and written annotation into working practice • respond to a given starting point(s) • understand objectives by having them explained, identified and exemplified • develop and present work in any appropriate format such as sketchbooks, worksheets or through sample and design journals • to produce a quality practical outcome, • to apply skills and knowledge from previous units to the mock exam unit 	<p>Introduction to mock exam, students choose from a range of briefs, and begin initial investigation of artists and designers, followed by responses to chosen artists/ designers and initial investigations</p> <p>FOCUS: THE FOUR ASSESSMENT OBJECTIVES, PARTICULARLY AO1 Develop ideas through investigations, demonstrating critical understanding of sources & AO2 - Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes</p>	Review of investigation techniques, research methods and drawing techniques using a range of media	Students work towards AO criteria, work s marked on marksheets in project folders with WWW/EBI comments and there are session in class and for HW where students response to feedback. Verbal feedback is given in class	GCSE1-9 using AQA mark scheme and grade descriptors for progress checks and at end of unit

Summer 2	<u>AQA Textiles Art and Design: Mock exam unit</u>	<p>Introduce students to range of materials, experimental techniques and processes and give them the opportunity to:</p> <ul style="list-style-type: none"> • explore practical activities • make connections with the work of textile artists, craftspeople and designers • integrate the use of drawing and written annotation into working practice • respond to a given starting point(s) • understand objectives by having them explained, identified and exemplified • develop and present work in any appropriate format such as sketchbooks, worksheets or through sample and design journals • to produce a quality practical outcome, • to apply skills and knowledge from previous units to the mock exam unit 	<p>Practical workshops responding to initial investigations paper responses and artist / designer investigations FOCUS: THE FOUR ASSESSMENT OBJECTIVES, PARTICULARLY AO1 Develop ideas through investigations, demonstrating critical understanding of sources & AO2 - Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes</p>	<p>Review of practical techniques: print and dye</p>	<p>Students work towards AO criteria, work s marked on marksheets in project folders with WWW/EBI comments and there are session in class and for HW where students response to feedback. Verbal feedback is given in class</p>	<p><u>GCSE1-9 using AQA mark scheme and grade descriptors for progress checks and at end of unit - 5 hour practical Mock exam at the end of this term</u></p>
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