

Year 10 3D Design Learning Journey 2024-2025

Week	Date	Assessment Objectives: AO3 , AO1 , AO2 , AO4	Topic	Assessment
1 (Thurs)	5.09.24	Introduction to course and classroom and expectations. AO3 How to draw with different techniques/materials - Bugs drawing/recording Pencil, fineliner, cut outs, ink	Bugs and Body Adornment	
2	9.09.24			
3	16.09.24			AO3
4	23.09.24			
5	30.09.24			
6	7.10.24			AO1
7	14.10.24			AO2 What is Designing? - clay bug
8	21.10.24			AO2 How to make a clay bug
Half term				
9	4.11.24	AO2 How to make clay bug		
10	11.11.24	AO1 What is Body Adornment? - research		AO1
11	18.11.24			
12	25.11.24	AO3 Recording ext.		
13	2.12.24	AO2 How to use cardboard - Material experiment Cardboard Data Drop in books Pause Lesson		
14	9.12.24			AO2
15	16.12.24			
CHRISTMAS				
16	6.01.25	AO2 How to use wire - Material experiment Wire		
17	13.01.25			
18	20.01.25			AO2 How to use mod roc -Material experiment Mod roc
19	27.01.25			
20	3.01.25	AO2 Designing/ animal research		AO2
21	10.02.25			
Half term				
22	24.02.25	AO4 How to Create a final outcome Data drops in books Pause Lesson		
23	3.03.25			
24	10.03.25			
25	17.03.25			
26	24.03.25			
27	31.03.25			AO4
EASTER				
28(BH)	21.04.25	AO4 How to evaluate	Mock Exam	
29	28.04.25	Mock exam intro/mind map		
30(BH)	06.05.25	AO1 Artist/designer/maker research		
31	12.05.25	AO3 Recording connected to AO1		
32	19.05.25			AO3
Half term				
33	2.06.25	AO1 2nd artist research		
34	9.06.25	Exam Prep		
35	16.06.25	AO3 Recording ext. Exam prep/ Annual Exams Annual Exams Data drops in books		
36	23.06.25			
37	30.07.25			
38	7.07.25			

Name:		Summer yr 9	Autumn	Spring	Summer
Subject Target:		Flightpath			
Annual Exam Grade:		BFL			

Date	Assessment	Flight-path Grade	Action (s) to make progress
	AO3		
	AO3		
	AO1		
	AO2		
	AO2		
	AO4		
	AO3		

Art Key Constructs

Art history explores how humans have created art and the development of this across art, design and architecture globally, which underpins how we make art today.

Artists are a source of inspiration when creating your own work.

There are many coloured materials/mediums that are used to create art work.

Composition is how artwork is organised in a space to achieve different effects.

Experimenting with materials is part of the creative process and helps with designing an outcome.

Designing is the process where you explore your ideas for a piece of work and document this.

Refining your designs will involve exploring and experimenting with materials and learning from this process.

All colours can be made/mixed using the primary colours and black and white.

Drawing is the foundation of all art. It is made up of line, tone and mark making.

Painting is the application of paint to a surface, it requires fine motor skills and an understanding of colour theory.

Photography can be used to record or document work and ideas.

Sketchbooks are used to document the creative process.

Annotation helps to document the creative journey with use of visual language.

Art can be created in 3d form known as sculpture.

Final outcomes are produced as a result of the creative process and should demonstrate the best work explored.

Evaluations at the end of a project help you reflect on the creative process and learn from it.