



**Pathway
2-3**

**Year '6E1.1
Rotation Year 1 of 3**
(Please contact the Arts Faculty leader for further clarification on your child's learning path).

Autumn Term

[Course Title:](#) Art for Pleasure - Enrichment Art

Learning Intention: Title: 6E1.1AUT Art, Craft and Design - Planning/making for Events

This Scheme of work is followed by pupils studying Art and Design for Pleasure in the Autumn Term. The purpose of this Scheme of work is to introduce Pupils to key elements in planning and making Art, Craft or Design for events, starting to develop pupils' understanding of specific craft, hobbies and job roles in Art, Craft & Design. Pupils learn to produce large scale card Design **developing wider knowledge- of Careers opportunities in Art, Craft & Design. Pupils creatively explore the following areas:**

- Introduction to Production, Set and Scenic Design and how to plan ideas
- Advertising, Prop and Costume Design-Group Work
- Making Large Scale Decorations for Events/Display-Group work

Unit 1a 'Production Design'

Unit 1b 'Pop Up and Paper Fold Art and Craft'

Accreditation: N/A

Key knowledge that should be learned during this SoW

All

Most

Some

Concept:

Starting to:

- To develop ability to use a range of process in order to make different arts and crafts for events
- To experience talking and presenting ideas as a life skill interacting with others

Improving the ability to:

- To improve ability to use a range of process competently in order to make different arts and crafts for event
- To improve confidence in talking and presenting ideas to help build interview confidence

Exploring the ability to:

- To become confident in a range of processes when making different arts and craft for event
- To practice talking and presenting ideas to build interview competence for college and employment

Knowledge:

Develop understanding of aspects the following Knowledge:

- To recognise space in objects and see that it affects design
- To gain some understanding of the technical approaches of different ways of working with paper and cutting tools safely
- To develop knowledge of vocabulary to be able to present basic design ideas

Develop a competent understanding of a range of the following Knowledge:

- To recognise negative and positive space in objects and apply knowledge of it in processes with some support
- To gain competent understanding of a range of technical approaches to different ways of working with paper and cutting tools safely
- To improve knowledge of vocabulary to be able to present and explain design idea

Develop a confident understanding of a range of the following Knowledge:

- To recognise negative and positive space in objects and show understanding of how it applies to processes being taught
- To gain confident understanding of a range of technical approaches to different ways of working with paper and cutting tools safely
- To improve knowledge of vocabulary to be able to present and explain design ideas in some depth

<p>Key Skills:</p>	<p>Develop ability to interact with or use a range of the following skills with support:</p> <ul style="list-style-type: none"> ● Cut Safely using scissors or a craft knife with a lot of support ● Apply printing processes to be able to make a character-Prop/design with support ● To learn to make a range of creative 3D cards/decorations using some layering which could be used in an event 	<p>Develop a competent ability to use a range of the following skills with some support:</p> <ul style="list-style-type: none"> ● Cut Safely using scissors or a craft knife with a little support ● Apply screen printing processes to be able to make a character-Prop/design with some support ● To learn to make a range of creative 3D cards/decorations with some clear 3D features which could be used in an event 	<p>Develop a confident ability to use a range of the following skills independently:</p> <ul style="list-style-type: none"> ● Cut Safely using scissors or a craft knife with reduced support ● Apply screen printing processes to be able to make a character-Prop/design with reduced support ● To learn to make a range of creative 3D cards/decorations with clear 3D features which could be used in an event
<p>Language and/or communication skills:</p>	<p>To start to use subject related language with some accuracy:</p> <p>Health and Safety/Prop/Set/Printing/Production Design/Designer/Space/Pop up/Cards/Layered/3D</p>	<p>To use subject related language with increased regularity and accuracy:</p> <p>Craft Knife/Positive or Negative space/Prop Designer/Set Designer/Screen Printing/Production Design/Attachable/Design/layout/Craft</p>	<p>To explore subject related language with confidence and fluency:</p> <p>Positive and Negative Space/Set Designer or Scenic Designer/Deliberate/Enlarged/Paper fold</p>

<p>Curricular Links</p>	<p>SMSC/PSHCE- personal development linked to career/vocational skills of being a designer.</p> <p>Health and Safety using a Craft Knife</p> <p>All year 10 and 11 Drama SoW</p> <p>Spiral Learning linking to:</p> <p>Year 7 Art & Drama 'Tell me a Wild story'</p> <p>Year 8 Art & Drama 'Puppet, Props and Stunts'</p> <p>11.1 Art & Design 'Exploring 2D and 3D design'</p> <p>6E1.2 Art & Design 'Art and Design for Different Purposes'</p>
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Talking points

Pupils should be encouraged to discuss Art and Craft jobs that they know and what they find interesting about them. From Makeup artist, to making decorations to sell at craft shows, to creating gift cards there are lots of ways to make a living in Arts and Craft or just enjoy it as a hobby.

To discuss health and safety when using craft knives i.e. craft knives, cooking knives, letter openers etc...in everyday life

Pupils should be encouraged to visit community fairs and see the types of craft on offer.

Pupils should be encouraged to visit live performance and discuss the jobs roles related to the performance they saw.

Implementation

Experiences are gained in the classroom as well as going to other locations to speak to other students or the Drama teacher to inform design ideas

Visual resources provided and adapted to meet the appropriate step by step needs of pupils learning paths.

Physical examples/demonstrations are given

key Elements: Introduction to key design elements and job roles in Production and large scale card Design **developing wider knowledge- of Careers opportunities in Art, Craft & Design**

- Introduction to Production/Set and Scenic Design and planning ideas
- Advertising, Prop Design-Group Work
- Making Large Scale Decorations for Events/Display-Group work

Learning Through Research and Design Exploration: Introducing pupils to Screen Printing and how printing is used in advertising and preparing ideas for a design brief

- Pupils' responses to Production Design and 3D Card making should allow opportunities for more personal interpretations to tasks.
- Work is scaffolded and extension work provided by the teacher to meet pupils learning needs

Assessment: Assessment forms part of the ongoing: teach, review, marking and planning cycle. Pupils are assessed on their knowledge of Health and Safety around using cutting tools to help prepare them for life beyond Meadow

Health and Safety Stencil Cutting Challenge/Termly Assessment

Impact

Core Outcomes:

1. Research character & create a screen print for an Advert-1a
2. Health and Safety Stencil Cutting Challenge/Termly Assessment -1a
3. Interview with Drama Teacher/ Drama students EFL-1a
4. Group work sketch and present final design idea to Drama Teacher/ students
5. Enlarged/scaled up 3d & Pop up Card/Decorations- Group work-1b
6. Presentation of group card designs -1b

Wider Impact

- Career Links-Gain knowledge and skills for following art craft professional practice
- Career LinksLearn to experiment with a range of materials for a specific design purpose

- To improve fine motor skills for 3D making