

TBS Curriculum Map

Year: 10

Subject:BTec Tech Awards

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme/Topic	Component 1 Generating Ideas in Art and Design				Component 2 Develop Practical Skills in Art and Design	
	Learning aim A: Investigate art and design practice / A1: The purpose of research in art and design / A2: Exploring art and design practice		Learning aim B: Generate and communicate art and design ideas / B1: Generating ideas for art and design work		Learning aim A: Develop practical skills through application and review	Learning aim B: Record and communicate skills development
Skills	<ul style="list-style-type: none"> The use of research to help develop understanding and inspire ideas Research sources for investigation Experimenting with art and design practice Art and design investigation processes relevant to a specialist area 	<ul style="list-style-type: none"> Art and design investigation processes relevant to a specialist area Exploring the work of others practically 	<ul style="list-style-type: none"> Informing ideas Generating art and design ideas to solve problems Audience and client needs Ideas for art and design products 	<ul style="list-style-type: none"> The use of techniques to communicate ideas and intentions generate art and design ideas to solve problems using various idea generation techniques 	A1 Practical skills development <ul style="list-style-type: none"> Applying health and safety practice Exploring materials relevant to area Developing skills through traditional, digital or experimental specialist techniques A2 Reviewing and improving skills	B1 Recording work <ul style="list-style-type: none"> Documenting and staying organised B2 Communicating skills development <ul style="list-style-type: none"> Exploring how others communicate Having a clear and organised approach to communicating Skills may be developed using one or more of the following areas:

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					<ul style="list-style-type: none"> Using ongoing review of skills development Improvement of skills 	<ul style="list-style-type: none"> 3D and product techniques digital and graphic techniques fashion and textile techniques Drawing and mark-making techniques.
Knowledge	<ul style="list-style-type: none"> Research the work of artists and designers, the different purposes, intentions and functions of design To be able to explore the work of artists and designers through practical techniques for mixing and contrasting colours such as painting, 	<ul style="list-style-type: none"> To gain knowledge and experiment with materials, techniques and processes in the style of artist/designs 	<ul style="list-style-type: none"> To understand observational drawings and exploring different techniques. To develop an understanding of practical drawing exercises and quick sketches understanding line, form and texture techniques and different media inspired by 	<ul style="list-style-type: none"> To develop an understanding of a range of two-dimensional and/or three-dimensional processes and media, practical application of skills 	<ul style="list-style-type: none"> To understand the importance of health and safety To be able to select appropriate tools, equipment and processes Understand skills through traditional, digital or experimental specialist techniques 	<ul style="list-style-type: none"> To understand and present a range of two-dimensional and/or three-dimensional processes and media. To continue to develop practical knowledge. To gain knowledge of relevant critical and contextual sources.

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	drawing, collage, sewing machine and workshop skills		<p>their artist research.</p> <ul style="list-style-type: none"> To understand market research and key demographics 			
Cultural Capital		<ul style="list-style-type: none"> Museum visit 				
Curriculum overlap						

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Year: 11

Subject:BTec Tech Awards

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme/Topic	Component 2 Develop Practical Skills in Art and Design		Component 3 Responding to a Client Brief – External assessment			
	Learning aim A: Develop practical skills through application and review Learning aim B: Record and communicate skills development		Learning aim A: Demonstrate understanding of client needs Learning aim B: Develop and produce a response to a client brief Learning aim C: Present a response to a client brief			
Skills	<ul style="list-style-type: none"> Students work on a technical brief where they apply the skills and knowledge they have gained and review and refine practice. Students should be encouraged to record working practice to document their development of skills and evidence the 	Formative assessment <ul style="list-style-type: none"> Students work independently on a technical assignment utilising skills and knowledge that they have learned. 	<ul style="list-style-type: none"> A1: Interpreting a brief A2: Considering constraints and intentions B: Develop and produce a response to a client brief B1: Working with the client brief B2: Applying a creative process 	External assessment	External assessment	

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	refinement of outcomes.		through different disciplines <ul style="list-style-type: none"> • C1: Reviewing work based on client needs • C2: Presenting own work to a client 			
Knowledge	<ul style="list-style-type: none"> • To gain knowledge of the creative process using industry approaches and considering constraints of the brief • To understand Materials and tools suitable for producing final prototypes 	<ul style="list-style-type: none"> • To gain knowledge of the creative process using industry approaches and considering constraints of the brief • To understand Materials and tools suitable for producing final prototypes • To recap knowledge and understanding of the 2 years 	<ul style="list-style-type: none"> • Preparation for external assessment • 	•		

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Cultural Capital						
Curriculum overlap						