

Art/Fine Art

A Levels

T Levels

Apprenticeships

Careers : Fine Artist, Sculptor, Illustrator, Glass Designer, Ceramicist, Animator, Graphic Designer, Landscape Architect/Designer, Interior Designer, Photographer, Games Designer, Gallery Curator, Art Therapist, Set Designer, Costume Designer, Fashion Designer, Make-up Artist, Lighting Designer, Creative/Film Director, Producer, Cinematographer, Special Effect Design/Maker, Film Editor, Architect, Teacher, Technician, Advertising and Marketing, Publication Design, CGI Designer, Stylist.

**NEXT
STEPS**

Externally Set Assignment (ESA)

Project developed in response to the title set by the exam board

10 hour sustained focus (exam)

Coursework Extension

Targeted work and activities based on the Year 10 and 11 project themes

I, Me Mine Mock exam project

10 hour sustained focus (exam)

Project developed in response to the exam paper title

**YEAR
11**

Layers in the Landscape

Landscape based project encouraging an exploratory approach to applying materials

Experiment with applying and layering materials

Explore and analyse mixed media landscape artwork

Explore the impact of layering

Take creative risks

Develop a final piece outcome based on investigations

Coursework Extension

Targeted work and activities based on the Year 10 project themes

I, Me Mine

Mock Exam project introduction

Closely Observed in the Landscape

Observational studies based drawing and painting

Developing an understanding of how to construct a project

Develop a final piece outcome based on investigations

Reflect on learning, refine skills and ideas

Experiment with paint and colour, refinement of skills

Analyse artwork and practical application of learning

Experiment and develop observational drawing skills

Explore the theme through visual research

**YEAR
10**

Birds In Flight

Exploring the theme of birds in flight through 2d and 3d observational studies

Analysis of sculptor and related visual exploration of card construction

Observational drawing for form

Experiment and refinement of 3d skills,

3d final piece outcome

Carousel Workshops

Explore a range of different themes and concepts

Extend experience of working with different materials and techniques

Observe and Explore

Observational drawing and painting

Extend use of materials/media

Experiment with colour, refinement of skills

Visual/written analysis of still life artists

Experiment with tone, refinement of skills

Experiment with line, refinement of skills

Respond to a brief

**YEAR
9**

**YEAR
7&8**

Observational drawing and painting. Responding to a title/brief. Illustration and/or graphic communication. Exploring a range of 2d/3d media (eg chalk, charcoal, paint, collage, paper construction and/or screen printing). Responding to the work of artists/designers. Developing individual projects and related outcomes