Year 12 3D	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Theme/Big Idea	**Composition, The Elements & URBAN** Knowledge/Skills linked with the exploration of COMPOSITION and visual elements through landscape	**Portrait** Knowledge/Skills linked with the exploration of COMPOSITION and visual elements through portrait	**Portrait or URBAN outcome** Knowledge/Skills linked with artist research and refining a final outcome	**Personal Investigation** Knowledge/Skills linked with researching secondary source material	**Personal Investigation** Knowledge/Skills linked with researching primary source material	**Personal Investigation** Knowledge/Skills linked with the expressive/creative development of ideas, exploring compositions and materials.
Content What are they learning? (including keywords)	**What are they learning** • 7 Elements of Art • Technical language of composition • Rule of Thirds • Leading Lines/diagonals • Framing • Symmetry and asymmetry • Positive & Negative space • Horizontal & Vertical Alignment • Point of focus • Direction of light • Balance • Expressive marks • Photoshop • Atmospheric perspective • Printmaking	**What are they learning** • Portrait photography • Angles & viewpoints • Shadows & projections • Focus and peripheral vision • Proportion • Guidelines • Artist research • Painting techniques • Photoshop • Printmaking • Stencil	**What are they learning** • Relevant facts about artists • Research skills • Compare & contrast skills • Presentation skills • Focus on visual elements in studies • Artists mimics • Connecting research & final piece AO4 • Communicating personal ideas • Composition. • Evaluating • Presenting work • Demonstrating independence	**What are they learning** • Relevant facts about 3d artists • Research skills • Interconnectedness of art • Compare & contrast skills • Presentation skills • Focus on visual elements in studies • 3d Artists mimics • Presentation skills • Focus on visual elements in studies • Technical skills • Composition rules in 3D • Refining and developing ideas • Selecting appropriate materials • Maquette building	**What are they learning** • Presentation skills • Focus on visual elements in studies • Photoshop skills builder • Photo skills • Composition rules • Lighting rules • Focal points • Viewpoints • Perspectives • Photomontage • Photomanipulation • Sketching from photos • Visual brainstorming	**What are they learning** • Applying skills • Evaluating learning • Experimenting with ideas and materials • Exploring composition • Thumbnail sketches • Maquette building • Evaluative annotation • Application of key words to annotation

	Key words Line, tone, shape, space, colour, pattern, form, texture, positive and negative shape/space, former, structure, scale, support, balance, form, volume, mass, texture, relief, carving, modelling, casting, installation, armature horizontal & vertical alignment, diagonals, focus, lighting, contrast, atmospheric perspective, expressionism, mark-making.	**Key words** Projections, silhouettes, chiaroscuro. Double exposure, layering, intention and idea, merging, layer burns, selection, composition, focus, proportion, features, expression, scale, facial planes, likeness, depiction, caricature, sitter, props, narrative, Portraiture, identity, expression, bust, head study, gesture, anatomy.	**Key words** Art movement, influence, realism, expression, pattern, shape, colour, composition, layout, focus, SEMI analysis, inspiration, mimic, extract, research, understand and apply, technology, digital, print, layering, editing.	**Key words** Art movement, influence, realism, expression, pattern, shape, colour, composition, layout, focus, SEMI analysis, inspiration, mimic, extract, research, understand and apply, technology, digital, inspiration, context, influence, materials, techniques, processes, scale, form, concept, analysis combining and extracting elements.	**Key words** Collage, experiment, explore, photomontage, photomanipulation, composition, layout, distress, age, distort, Inspiration, context, influence, materials, techniques, processes, scale, form, concept, analysis, primary source material, first-hand recording, photography, photoshoot.	**Key words** Annotation, evaluation, experimentation, risk taking, sketching, variations, colour options, backgrounds, mixed media, artists' intention, meaning, scale, visual communication, statement of intent, maquette, editing, review, feedback.
Skills How are they learning it?	Short URBAN themed workshops about OBSERVATION IN DRAWING AND PHOTOGRAPHY followed by individual photo tasks collecting evidence of shape/space, TEXTURE, form and colour. 1-2 week workshops about mark making, media experiments, photoshop development, printmaking and larger scale 3D work in wire, plastics, construction.	Introduction to portraiture/figure timeline and features construction in clay, salt dough, wire. Develop portrait observation and proportion. Analysis of portrait/figure 3D artists and art. Introduction to lighting through simple angle focus and desk lamps technique. Portrait photography to support ideas development.	Select theme from PORTRAIT or URBAN. Create mood-board, mind-map. Artist's research pages including mimic studies, relevant background information, SEMI analysis AND FINAL PIECE. A trial run before Personal Investigation.	Mood board and Mind map. 3D artist's research pages including mimic studies, relevant background information, SEMI analysis, sketches and initial texture experiments.	Introduction to mixed media, photomanipulation and photomontage workshops. Photoshop skills building workshop. Focus on the experimental aspect of the course and testing materials AS TEXTURE AND MAQUETTES. Gallery visit.	Revisit Statement of Intent. Exemplar sketchbooks from school and YouTube. Workshop refreshers. Composition ideas – thumbnail sketches. Material and colour experiments. Mock exam activity – observation-based. Individual ideas development. Peer assessment for ideas development and suggestions. 'What next' ideas gathering activity.

Key Questions	How do the forms, materials, and construction methods of urban structures influence your creative ideas? What visual elements of the built environment (such as architecture, bridges, scaffolding, or industrial forms) inspire your designs, and why? How can you experiment with different materials, construction techniques, and scale to interpret urban structures in three dimensions? How have your observations and research into urban environments influenced the development of your own 3D outcomes?	How can you use form, proportion, and anatomy to create a convincing three-dimensional portrait? How can materials, textures, and sculptural techniques be used to communicate the personality, identity, or emotions of your subject? How have artists and sculptors influenced your approach to developing portrait work in three dimensions? How can you experiment with scale, viewpoint, and construction methods to create a more expressive and original portrait sculpture?	How have you used feedback, experimentation, and evaluation to refine your final outcome? What changes have you made throughout the development of your final piece, and why were these decisions important? How effectively does your final piece communicate your intentions, themes, and artistic influences? If you had more time, what further refinements or developments would you make to your final piece, and why?	What subjects, ideas, or issues are you most interested in exploring, and why do they matter to you? Which artists, movements, or visual styles inspire you, and how could they help shape a potential theme? What starting points (such as people, places, objects, memories, or current issues) offer the greatest opportunities for experimentation and development? Which theme do you think will allow you to demonstrate the widest range of ideas, media, techniques, and personal responses throughout your project?	How have you experimented with a range of materials, techniques, and processes to develop your ideas? Which materials have been the most effective in communicating your intentions, and why? What have you learned from testing unfamiliar materials or techniques, and how has this influenced the direction of your work? How could you combine or adapt different materials to create more meaningful, original, or visually engaging outcomes?	How have you explored different compositions & materials to strengthen the visual impact of your work? Which composition or material has been the most successful in communicating your ideas, and what makes it effective? How have changes in scale, viewpoint, cropping, or arrangement influenced the meaning and balance of your artwork? What have you learned from comparing different compositional studies, and how will this inform the development of your final piece?
Assessment (specific assessed piece(s); milestone(s))	**URBAN workshop outcomes week 4** **URBAN workshop outcomes week 8**	**PORTRAIT workshop outcomes week 4** **PORTRAIT workshop outcomes week 8**	**Mood board, mind map, Artist Research Pages** **Final 3d outcome**	**Artist Research Pages** **In the style of the Artist responses**	**Photo and media experiments workshop outcomes week 4** **Photo/media experiments individual outcomes**	**Ideas development** **Mock Exam outcome**
