

# Learning Journey: Art, Design Technology and Food

## GCSE Art

## Design Engineering

## Hospitality & Catering

## GCSE Photography

All subjects develop their practical skills throughout Year 10 and 11 to meet coursework (NEA) requirements

### Year 11

- Coursework project (60% of final mark) Pupils develop their practice and ideas through AO1, AO2, AO3, AO4 researching and gathering inspiration from their chosen Artists.
- Exam (40% of final mark) Exam board publishes themes which pupils choose from and complete a project. Followed by a 10hr exam where they produce a final masterpiece.
- Year 10
- Developing practice through workshop style lessons with the theme 'Natural Objects'
- 'Us' mock coursework project on portraiture.
- Exam Mock based on given themes.

### Year 11

- R107 Developing & Presenting Engineering Designs
- R108 3D design realisation
- Year 10
- R105 Design briefs, design specs and user requirements
- R106 Product analysis and research

### Year 11

- Unit 2 Hospitality & Catering in Action. NEA 60%
- LO1 Understand the Importance of nutrition when planning menus
  - LO2 Understand menu planning
  - LO3 Be able to cook dishes

### Year 10

- Unit 1 External Exam 40%
- LO1 Understand the hospitality and catering environment
  - LO2 Understand how hospitality and catering provisions operate
  - LO3 Understand how hospitality & Catering provision meets H & S requirements
  - LO4 Know how food can cause ill-health
  - LO5 Propose H & C provision to meet needs

### Year 11

- Pupil chooses a theme and creates a portfolio of work based on that theme. They explore the work of another artist as a starting point for this NEA (60% of final mark)
- In January of their final year the exam publishes a set of themes for them to choose from. They explore one of these themes and then produce the final piece under exam conditions (40% of final mark)

### Year 10

- They will develop and practise their photography and Photoshop skills through working through various themes that they will be given. Building up a body of work which can be submitted as part of their NEA

Pupils can continue to study their Year 9 option into Key Stage 4

## Art & Design

- Under the Sea
- Digital Art and Portraiture

## Design Technology: Engineering

- Mechanisms and Systems
- CAD

## Food

- Consolidating Food (building on skills etc from Year 7 and 8, with a vocational look at the hospitality and catering industry)

## Photographic Art

- Introduction to the DSLR (Andrew Whyte), close ups
- Manipulating Reality

In Year 9, pupils select **two** of four options

This allows greater depth of study before KS4

### Art

Pop Art Packaging

### Design Technology

Clock Project

## Year 8

### Food

Developing Food

### 3D Design

Introduction to 3D Design

### Art

Creepy Crawlies

### Design Technology

Lets Get Making

## Year 7

### Food

Introducing Food

### Textiles

Monster Cushions: Jon Burgerman

Pupils study Art, Design Technology and Food on a 4 unit rotation (Textiles / 3D Design are mixed-units)