

Art & Design

Curriculum Team Vision

At OMA we believe education is for everyone, that all students irrespective of their backgrounds, will be exceptional pupils, so they are equipped with the necessary knowledge, skills, qualifications, and mind-set to contribute positively to society. Everything we do in the vocational faculty is aimed at providing an ambitious and challenging curriculum which inspires, motivates, and exploits the limitless potential of all our students. This will be achieved by us *'being inspired by the past - creating excellence in the present- by embracing the future'*.

Our long-term aim is to produce thinking, adaptable adults capable of taking his / her place in a changing technological society. We strive to create distinctive and dynamic partnerships between students and the world or work, forging active relationship with industry-based external training providers and employers.

The vocational curriculum seeks to promote an educational culture which is scientific, technological, creative, healthy, and entrepreneurial within the framework of the school and national curriculum. In addition, our faculty aims to provide the excellent practical technological, scientific, and holistic communication skills needed by our manufacturing and service industries within the UK and global markets. Thus, ensuring that our students will be well-educated and skilled, ready, and able to progress into employment, further training, or higher education according to their individual aptitudes and ambitions. The faculty will be truly cross-curricular and will use aspects of many subjects to aid the students when developing innovative ideas and solving problems individually or as a team. The only boundary to making an impact in the future is our *'imagination'* and our ability to *'engineer'* the solutions that could affect peoples' lives. Students arrive and leave our faculty with a sense of wonder in learning.... that they will carry with them for a lifetime.

Pupils should be taught to:

The aims we have for students are:

1. *Generating Ideas – to explore with an open mind and be experimental*
2. *Making – to exploit the visual tools that allow the artist to create a composition.*
3. *Knowledge – to apply the formal elements of art & design.*
4. *Cultural – to know about art, craft and design practitioners, practices, and their cultural context.*
5. *Evaluating – to analyse how to use the elements of art critically, confidently critique, and discuss Art & Design in the written and oral form.*

KS4

In year 10 & 11 pupils follow the GCSE Fine Art, Art and Design programme provided by AQA. During the course they will develop their practical skills learnt in KS3. They will be encouraged to seek inspiration in the artwork of key individuals as well as generating their own ideas in response. Pupils will respond to particular themes as provided by the teacher for component 1. Component 2 is an external task whereby pupils are encouraged to select a theme from a list as provided by AQA and a develop a set of responses using the skills learnt earlier in the course, all in readiness for a final 10 hour exam.

Careers in the visual arts:

There are many possible careers in the visual arts sector, some of them include;

Graphic Designer

Interior Designer
 Photographer
 Art director
 Illustrator
 Museum/gallery curator

Subject: Art & Design Year 11 Curriculum Map 2025-2026

Terms	Topics covered and core knowledge and skills	Links to careers	Links to the Knowledge organiser and other additional resources
Term 3-5	<p>Component 2 The exam paper was presented on the first lesson in January. All lessons are based on developing the student's individual chosen theme from the exam paper. Component 2 ends with a supervised 10 hour exam completing the set task for component 2 Component 2 and all of it's components as produced in Term 3&4 are to be submitted for marking and moderation at the beginning of the 10 hour exam.</p> <p>Component 1 Pupils will return to their previous coursework under the themes of 'food' and 'Hybrid'. .</p> <p>Work to be completed will be based on personalised feedback as each student submitted this for marking at the end of Term 2.</p> <p>Learners will continue develop and produce art and design work in response to the 'food' & 'Hybrid' themes.</p> <p>Exploration of the theme is covered in 4 objectives: AO1 – Research and Understand AO2 – Experiment and refine AO3 – Record and evaluate AO4 – Respond and create</p> <p>Each objective is evenly weighted at 25%.</p>	<p>https://theartcareerproject.com/careers/</p> <p>Fine Artist, Curator, Illustrator, Ceramicist, Stage Designer, Graphic Designer, Photographer, Concept Artist, Fashion Designer, Creative Advertising, Art Restoration, Jewellery Design, Animator, Interior Design, Web Design, Art Assistant, Tattoo Artist, Architecture, Furniture Design, Sculptor.</p> <p>Options evening: GCSE Art career options (aga.org.uk)</p>	<p>GCSE Art and Design - AQA - BBC Bitesize</p>

	<p>Work includes:</p> <ul style="list-style-type: none">• exploring ideas, materials, techniques and processes• reviewing progress• recording development through images and annotation. <p>Planning and completing a final response to the 'food' & Hybrid themes.</p> <p>Final hand in date for component 1 is 1st May 2025</p>		
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