

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.*

YEAR 7:

During year 7 pupils are introduced to core key skills in art such as tone, basic colour theory and composition. They will learn what makes an art piece effective as well as develop an understanding of some of the largest cultural art movements and the inspirations behind them.

YEAR 8:

Pupils will build on core practical skills introduced in year 7, as well as an introduction of sculpture. Pupils will learn about what makes an effective portrait and how proportion works in art. In this year, there will be a focus on what constitutes as an effective 'final piece'.

Year 9:

Pupils will continue to develop skills introduced in year 7 & 8, modules in this year are developed with the GCSE Art and Design course in mind and how pupils can be best prepared should they choose art.

Careers in the visual arts:

<https://theartcareerproject.com/careers/>

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.

Subject: Art & Design Year 9 Curriculum Map 2025-2026

Terms	Topics covered and core knowledge and skills	Links to careers	Links to the Knowledge organiser and other additional resources
Half term 2-3	<p>Project overview: Architecture and Landscape</p> <p>Drawing/Painting/Mixed Media/sculpture/2d relief work</p> <p>Pupils will continue to explore the theme of Architecture by working from primary secondary resources, observation, and imagination. They will explore and develop their skills through the following areas:</p> <p>Drawing using a range of drawing media – pencil, pen, water colours paints.</p> <p>Developing an understanding of colour mixing/blending through paint. Monoprinting and Collage.</p> <p>Understand the formal elements of art through exploration of artists’ work and their own personalised outcomes.</p> <p>Presenting their work effectively through exploration of different media, styles and techniques.</p> <p>Artists:</p> <p>The Fauves</p>	<p>https://theartcareerproject.com/careers/</p> <p>Options evening: GCSE Art career options (aga.org.uk)</p>	

	<p>Rowan Leckie</p> <p>Lucy Jones</p> <p>Practical Outcomes</p> <p>Written description and evaluation of each of the artists and techniques covered each lesson.</p> <p>Practical outcome designed and produced by each pupil, drawing on the techniques and skills learnt each lesson.</p>		
Half term 4-5	<p>Project Overview:</p> <p>Maritime Futures</p> <p>Pupils will explore working from primary secondary resources, observation, and imagination. They will explore and develop their skills through the theme of Maritime Futures in the following areas:</p> <p>Drawing using a range of drawing media – pencil, pen, water colours paints, and transforming their ideas using Art Textiles skills from wet felting, Batik and using sewing machines.</p> <p>Understand the formal elements of art through exploration of artists’ work and their own personalised outcomes.</p> <p>Presenting their work effectively through exploration of different media, styles and techniques.</p> <p>Pupils will plan their ideas and experiment with their ideas before developing this through into a completed final response.</p> <p>Exploring the 4 assessment objectives as used within the GCSE course to build the basis of knowledge on how to develop a project.</p> <p>AO1 – Research and Understand AO2 – Experiment and refine AO3 – Record and evaluate AO4 – Respond and create</p>	<p>https://theartcareerproject.com/careers/</p>	
Half term 6	<p>Project overview:</p>		

	<p>New Theme 'Concept Dystopian Art'</p> <p>This project will enable students to explore creating images that working from secondary & primary sources, observation, and imagination. They will explore and develop their skills through the theme of 'Dystopian Concept Art' in the following areas:</p> <p>Drawing in pen, pencil, crayon, charcoal, and Painting.</p> <p>Understand proportions of portraiture. How artists work with tone, highlights and facial features. How depth can be created through use of colour and pattern.</p> <p>Exploring compositions and context through planning and annotation.</p> <p>Demonstrating learnt skills through the production of a final outcome. What this is and how to pull together many ideas into a successful composition using full colour and a mixture of techniques and media.</p> <p>Artists:</p> <ul style="list-style-type: none"> • Filip Hodas • H R Giger • Shichigoro Shingo • Marcel Monreal • Orlando Arocena <p>Practical Outcomes</p> <ul style="list-style-type: none"> • Written description and evaluation of the work of all of the above artists. • Practical work produced in the style of each of the studied artists. 	<p>https://theartcareerproject.com/carers/</p>	
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