



## Year 11 Learning Journey

### Prior Learning

You have developed your artistic ability when experimenting with a range of 2D and 3D materials and developed knowledge of artists and generating your own ideas towards your Portfolio (coursework) 60%

### Scheme of Learning

### Year 11 Externally Set Task (Exam 40%)

#### Objectives:

**KNOWLEDGE:** To develop the knowledge of relevant artists to inspire your own creative practice.

**SKILLS:** To explore a range of materials, media and processes to develop and refine your artistic skills.

Week	Tasks	Literacy	Homework	✓
1	<b>INTRODUCTION TO EXTERNALLY SET TASK.</b> Assessment Objective 3- Second hand observational drawing. <b>PEER ASSESSMENT</b>	<b>Portfolio</b>	<b>FLIP LEARNING:</b> Creating a mood board to generate ideas.	
2	<b>LITERACY-</b> Match key words to definition. Assessment Objective 3- First hand observational drawing. <b>SELF ASSESSMENT</b>	<b>Record</b>	<b>FLIP LEARNING:</b> Develop and refine second hand observation.	
3	<b>EXEMPLAR MATERIAL-</b> Analyse and level example work. Assessment Objective 2: Experiment with materials A4. <b>PEER ASSESSMENT</b>	<b>Explore</b>	<b>FLIP LEARNING:</b> Refine observational drawing towards A03.	
4	<b>ASSESSMENT 3- ASSESSMENT OBJECTIVE 3 RECORDING.</b> <b>LITERACY-</b> Match key words to definition. Assessment Objective 2- Refine experimentation on A4. <b>SELF ASSESSMENT</b>	<b>Mark Making</b>	<b>FLIP LEARNING:</b> Refine observational drawings towards A03. Collection of imagery towards future A02 work.	
5	<b>EXEMPLAR ANALYSIS-</b> Analysing exemplar acrylic paintings. Assessment Objective 2- Second experimental piece on A5. <b>PEER ASSESSMENT</b>	<b>Experiment</b>	<b>FLIP LEARNING:</b> Develop and refine experimentation 2.	
6	<b>MEMORY RECALL-</b> Develop and refine pencil skills. Assessment Objective 2- Third experimental piece on A5 <b>SELF ASSESSMENT</b>	<b>Refine</b>	<b>FLIP LEARNING:</b> Develop and refine of painting experimental work towards A02.	
7	<b>ASSESSMENT 4- ASSESSMENT OBJECTIVE 2 EXPLORE.</b> <b>EXEMPLAR ANALYSIS-</b> Analysis of artist research Assessment Objective 1- Development of artist research.	<b>Research</b>	<b>FLIP LEARNING:</b> Refine and finish artist research to influence project ideas.	
8	<b>LITERACY-</b> Match the key words with definitions. Assessment Objective 1- Merging work towards artist response. <b>SELF ASSESSMENT</b>	<b>Inspire</b>	<b>FLIP LEARNING:</b> Refine and finish artist response.	
9	<b>MEMORY RECALL-</b> Develop and refine pencil skills. Assessment Objective 1- Develop and refine artist response. <b>PEER ASSESSMENT</b>	<b>Merge</b>	<b>FLIP LEARNING:</b> Refine and finish artist response.	
10	<b>LITERACY-</b> Analysis of AO4. Assessment Objective 4- Development of final piece ideas <b>SELF ASSESSMENT</b>	<b>Ideas</b>	<b>FLIP LEARNING:</b> Completion of final piece ideas.	
11	<b>LITERACY-</b> Analysis of AO4. Assessment Objective 4- Creation of final piece thumbnails. <b>SELF ASSESSMENT</b>	<b>Thumbnails</b>	<b>FLIP LEARNING:</b> Completion of thumbnails.	
12	<b>LITERACY-</b> Analysis of AO4. Assessment Objective 4- Development of thumbnails and sketching out final piece in preparation for exam. <b>SELF ASSESSMENT</b>	<b>Final Piece</b>	<b>FLIP LEARNING:</b> Preparation for exam sketching out final piece and completing work towards AO1, 2, 3 and 4.	
13	<b>ART EXAM- 10 hours</b> <b>Completion of FINAL PIECE towards AO4</b>	<b>Exam</b>	<b>End of Project</b>	

### Future Learning - CAREERS

Artist, Illustrator, Graphic designer, Interior designer, Art teacher or Lecturer, Curator, Creative Director, Marketing and Advertising, Game Designer, Animator, Product Designer, Art Therapist, Medical Illustrator, Set Designer and many more...