

Rainford High School – Department: Art & Design Technology

	Year 9 Curriculum								
	Half-Term 1	Half-Term 2	Half-Term 3	Half-Term 4	Half-Term 5	Half-Term 6			
Topic	Product Design Slide Top Box	Art & Design- Abstract Architecture	Food Various recipes	Graphics Kinetic Card	Textiles Cushion	Art & Design- Urban Crowds & Constructions			
Essential knowledge, skills and understanding	Importance of working safely in the workshop Designing skills Presenting alternative design options Drawing and presentation skills Importance of accuracy when measuring/marking out Further develop use of traditional woodwork skills Combining materials Recognising alternative wood joints Machine safety Further develop use of CAD software Laser cutting/engraving Making/modelling skills Evaluation techniques How It's Made	Refinement of Formal Elements in Art (Line, Shape, Tone, Texture, Mark Making) Application of Colour Theory- Developing use of Primary Colours, Secondary Colours, Tertiary Colours, Tints, Formal Elements in Art (Line, Shape, Form, Colour, Tone, Texture, Pattern, Composition) Understanding the process of exploring influences, generating ideas, designs, mark making and producing a mixed media relief outcome.	Develop use of food preparation skills to make a range of products Using the correct equipment for a particular task Safe use of hob and oven Accurate weighing and measuring of ingredients Be able to identify the main macro/micro nutrients Understanding the Nutritional differences at each life stage Be able to identify the functions of a range of ingredients Know the nutritional requirements for vegetarians	Interpreting a design brief Sourcing and using appropriate inspiration Understanding the work of influential art and design practitioners Drawing and presentation Visual recording/artist response Experimenting with graphic materials, techniques and processes Mark making techniques Presenting alternative design proposals Develop ideas using graphic software Use of typography Basic colour theory Modelling/Card engineering Manufacturing plans	Introduction to use of traditional dying techniques Creation of pattern designs based on geometric design principles Exploration of colour and pattern combinations Development of drawing and presentation skills Pattern making Use of sewing machine with advanced techniques e.g. appliqué Textiles printing techniques The textiles industry	Refinement of Formal Elements in Art (Line, Shape, Tone, Texture, Mark Making) Application of Colour Theory- Developing use of Primary Colours, Secondary Colours, Tertiary Colours, Painting techniques, Photoshop techniques, Formal Elements in Art (Line, Shape, Form, Colour, Tone, Texture, Pattern, Composition) Understanding the process of exploring influences, generating ideas, designs, mark making, Photoshop skills developing and producing a series of digital outcomes.			

Assessments and assessment	Retrieval testing of Knowledge Organiser-	Retrieval testing of Knowledge Organiser-	Retrieval testing of Knowledge Organiser-	Retrieval testing of Knowledge Organiser-	Retrieval testing of Knowledge Organiser-	Retrieval testing of Knowledge Organiser-
focus	Quick quiz.	Quick quiz.				
	Reading Assessment 1	Reading Assessment 1				
	Reading Assessment 2	Reading Assessment 2				
	Formative assessment: End of project test and application of practical skills in the production of outcomes.	Formative assessment: End of project test and application of practical skills in the production of outcomes.	Formative assessment: End of project test and application of practical skills in the production of outcomes.	Formative assessment: End of project test and application of practical skills in the production of outcomes.	Formative assessment: End of project test and application of practical skills in the production of outcomes.	Formative assessment: End of project test and application of practical skills in the production of outcomes.