

DT/Art Assessment Calendar 2021-22

Half-term	Autumn 1 (September – October)	Autumn 2 (November – December)	Spring 1 (January – February)	Spring 2 (March – April)	Summer 1 (April – May)	Summer 2 (June – July)
Year 7	<p>Art/DT/Textiles/Food 0: Moodboard Research Baseline.*</p> <p>Art 1: Insects, formal elements - <i>Taught to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas.</i></p> <p>DT 1: Block Animal Design Ideas, develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations</p> <p>Food 1: Apple Crumble - <i>Understand the source, seasonality and characteristics of a broad range of ingredients.</i></p>	<p>Art 2: Insects, mixed media - <i>Taught to use a range of techniques and media, including painting.</i></p> <p>DT 2: Block Animal Making, understand and use the properties of materials and the performance of structural elements to achieve functioning solutions</p> <p>DT 3: Memo board research - <i>identify and solve their own design problems and understand how to reformulate problems given to them</i></p> <p>Food 2: Fruity Flapjack - <i>Understand and apply the principles</i></p>	<p>Art 3: Insects, final piece - <i>Taught to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work.</i></p> <p>DT 4: Memo Board, construction – <i>select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties</i></p> <p>Food 3: Cheese & Onion Triangles - <i>Cook a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a</i></p>	<p>Art 4: Michael Craig Martin, artist research - <i>Taught about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.</i></p> <p>DT 5: Coat Hook, design - <i>use research and exploration, such as the study of different cultures, to identify and understand user needs</i></p> <p>Textiles 1: Day of the Dead Wristbands - <i>use research and exploration, such as the study of different cultures, to identify and</i></p>	<p>Art 5: Michael Craig Martin, Observational drawing - <i>Taught to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas.</i></p> <p>DT 6: Coat hook, materials - <i>understand and use the properties of materials and the performance of structural elements to achieve functioning solutions</i></p> <p>DT 7: Torch Soldering, electronic systems - <i>understand how more advanced electrical and</i></p>	<p>Art 6: Michael Craig Martin, Painting - <i>Taught to increase their proficiency in the handling of different materials.</i></p> <p>DT 8: Torch, overall – <i>test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups</i></p> <p>Textiles 3: Day of the Dead Wristbands - <i>select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture*</i></p>

		<i>of nutrition and health</i>	<i>healthy and varied diet</i>	<i>understand user needs*</i>	<i>electronic systems can be powered and used in their products [for example, circuits with heat, light, sound and movement as inputs and outputs]</i> Textiles 2: Day of the Dead Wristbands - <i>select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties*</i>	
Year 8	Art 1: Birds, formal elements - <i>Taught to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas.</i> DT 1: Charity money box, icon design - <i>analyse the work of past and present professionals and others to develop and</i>	Art 2: Birds, mixed media - <i>Taught to use a range of techniques and media, including painting.</i> DT 2: Charity money box, wooden joints – <i>understand and use the properties of materials and the performance of structural elements to achieve</i>	Art 3: Birds, final piece - <i>Taught to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work.</i> DT 4: Emoji clock, designs - Food 3: Vegetable Chilli - <i>Cook a repertoire of</i>	Art 4: Portraits, artist research - <i>Taught about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.</i> DT 5: Emoji clock, CAD - <i>select from and use specialist tools, techniques,</i>	Art 5: Portraits, Observational drawing - <i>Taught to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas.</i> DT 6: Bookends finger joints -	Art 6: Portraits, Painting - <i>Taught to increase their proficiency in the handling of different materials.</i> DT 8: Tealight holder, metalwork - Textiles 3: Cushion Cover - <i>Taught to analyse and evaluate their own work, and that of others, in order to strengthen the</i>

	<i>broaden their understanding</i> Food 1: Bread - Cook a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet	<i>functioning solutions</i> DT 3: Emoji clock - <i>understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists</i> Food 2: Burgers - Become competent in a range of cooking techniques	predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet	<i>processes, equipment and machinery precisely, including computer-aided manufacture</i> Textiles 1: Cushion Cover - identify and solve their own design problems and understand how to reformulate problems given to them	DT 7: Tealight holder drawings - Textiles 2: Cushion Cover - select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture	visual impact or applications of their work.
Year 9	Art 1: Islamic Art, formal elements - <i>Taught to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas.</i> DT 1: Live Briefs, BMW Design Ideas - Food: Pizza - Cook a repertoire of predominantly savoury dishes so that they are able to feed themselves	Art 2: Islamic Art, mixed media - <i>Taught to use a range of techniques and media, including painting.</i> DT 2: Live Briefs, Design Ventura submission - DT 3: Mood light, kawaii development - Food: Vegetable Chilli - Understand and apply the	Art 3: Islamic Art, artist research - <i>Taught about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.</i> DT 4: Mood light, wooden joint construction - Food: Mac and Cheese - Become	Art 4: Iconic portraits / mental health - <i>Taught about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.</i> DT 5: Architecture, 3d CAD -	Art 5: Iconic portraits / mental health - <i>Taught to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas.</i> DT 6: Architecture, massing model - DT 7: Passive amplifier,	Art 6: Iconic portraits / mental health - <i>Taught to increase their proficiency in the handling of different materials.</i> DT 8: Passive amplifier, quality control:

	and others a healthy and varied diet	principles of nutrition and health	competent in a range of cooking techniques		machining accuracy -	
Year 10	AQA Art and Design GCSE: Global Cultures - AO1: Develop ideas through investigations, demonstrating critical understanding of sources. OCR Engineering L1/2: R105 LO1 WJEC Hospitality L1/2: Unit 1 LO4	AQA Art and Design GCSE: Global Cultures - AO1: Develop ideas through investigations, demonstrating critical understanding of sources. OCR Engineering L1/2: R105 LO2 WJEC Hospitality L1/2: Unit 1 LO1	AQA Art and Design GCSE: Component 1 - AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. OCR Engineering L1/2: R105 LO3 WJEC Hospitality L1/2: Unit 1 LO3	AQA Art and Design GCSE: Component 1 - AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. OCR Engineering L1/2: R105 Mock exam, all LOs WJEC Hospitality L1/2: Unit 1 LO3	AQA Art and Design GCSE: Component 1 OCR Engineering L1/2: R105 Exam; R106 LO1 WJEC Hospitality L1/2: Revision, mock exam - all LOs	AQA Art and Design GCSE: Component 1 OCR Engineering L1/2: R106 LO2; R106 LO3 WJEC Hospitality L1/2: Unit 2 LO1
Year 11	AQA Art and Design GCSE: Global Cultures - AO1: Develop ideas through investigations, demonstrating critical understanding of sources. OCR Engineering L1/2: R107 LO3 WJEC Hospitality L1/2: Unit 2 LO1	AQA Art and Design GCSE: OCR Engineering L1/2: R108 WJEC Hospitality L1/2: Unit 2 LO2	AQA Art and Design GCSE: Component 2, student led projects: AO1, 2, 3 & 4 OCR Engineering L1/2: R108 WJEC Hospitality L1/2: Unit 2 Practical Mock Exam: LO3	AQA Art and Design GCSE: Component 2, student led projects: AO1, 2, 3 & 4 OCR Engineering L1/2: R108 WJEC Hospitality L1/2: Controlled Assessment, All LOs	AQA Art and Design GCSE: Component 2, student led projects: AO1, 2, 3 & 4 OCR Engineering L1/2: R108 WJEC Hospitality L1/2: Controlled Assessment including final LO3 practical, All LOs	

* Equivalent Design & Technology and Art & Design objectives apply.