## **DT/Art Assessment Calendar 2021-22**

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

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

	broaden their understanding 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	functioning solutions DT 3: Emoji clock - understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists Food 2: Burgers - Become competent in a range of	predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet	processes, equipment and machinery precisely, including computer- aided manufacture 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 - Taught to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas.  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 - Taught to use a range of techniques and media, including painting. 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 - Taught about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.  DT 4: Mood light, wooden joint construction - Food: Mac and Cheese - Become	Art 4: Iconic portraits / mental health - Taught about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day. DT 5: Architecture, 3d CAD -	Art 5: Iconic portraits / mental health - Taught to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas. DT 6: Architecture, massing model - DT 7: Passive amplifier,	Art 6: Iconic portraits / mental health - Taught to increase their proficiency in the handling of different materials. 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	

 $<sup>\</sup>ensuremath{^*}$  Equivalent Design & Technology and Art & Design objectives apply.