



## Curriculum Map

**Subject: 3D Design**

**Year Group: 10**

	Autumn Term	Spring Term	Summer Term
Content	Students explore 3 designers, artists, architects or design styles that link to a chosen theme. They will then have the chance to explore the work of these artists by experimenting with different mediums and techniques. Students will then create a response that shows how the selected artists have influenced their own practice.	Looking deeper into a chosen theme, students will create their own design ideas based on their current investigations. They will model their ideas using a variety of techniques, including computer modelling and materials such as clay, wood and card.	Students will then begin to develop their ideas, linking small threads from earlier work and research to help with their development. Students will explore and experiment with a wide range of media and materials to suit the progression of their ideas.
Key Questions	Assessment objectives (25% each) AO1 – Analysis of designers <i>Are students able to develop ideas through investigations, demonstrating critical understanding of contextual sources?</i> AO2 – Drawing and modelling skills <i>Is there evidence of a wide range of appropriate techniques, media and processes?</i> AO3 – Initial ideas, developed designs <i>Are the ideas imaginative and linked to the initial context and subsequent research? Are these ideas explained clearly through annotation?</i> AO4 – Present <i>Are students able to realise intentions and create a personal and meaningful response?</i>		
Assessment	Students will be formally marked after each board submission. They will then have the chance to respond to EBI's and make any further refinements to their work. At each progress update, students will have a portfolio review and a current working grade will be given for the boards they have created to date.		

————— **Grow and Succeed** —————

High Expectations | Mutual Respect | Quality Learning | Success for All