



Curriculum Map 2026/2027

Subject: Art and Design

Year: 7

	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Pathway 1	Basics of Art – Introduction to Art: Pupils will experiment with a variety of techniques and media. This will be an	Self-image, Portraits and identity: Students will produce work on the theme of Portraits, exploring links portrait artists.	Investigating the work of Paul Klee: Pupils will produce work in the style of Paul Klee, exploring and developing skills using scratch pads, oil pastels and mixed	Production of work for locally ran competition: Pupils will produce work based around a set theme. Inspiration will be gained through a relevant artist.	What's in a building – architecture and structural design: Pupils will develop and learn the skills of perspective techniques to draw and design 2D and 3D images.	Investigating Landscape artists & techniques: Using perspective techniques from the previous terms to create landscapes, showing

	opportunity to initially baseline the students' abilities in the subject.	We will be developing skills in Pointillism, Pop Art, Impressionism and Fauvism.	media -to name three.	Pupils are encouraged to independently select how their work is produced, drawing on skills developed in previous terms.	Comparing artists' work- exploring genres of realism and cubism, and how image content can be the same but created and presented in a variety of styles.	foreground, background and a range of visual perspectives, such as: abstract, collage, and media Pupils will use watercolour to develop brush skills and technical skills.
Pathway 2	Basics of Art – Introduction to Art: Pupils will experiment with a variety of techniques and media. This will be an opportunity to initially baseline the students' abilities in the subject.	Self-image, Portraits and identity: Students will produce work on the theme of Portraits, exploring links portrait artists. We will be developing skills in Pointillism, Pop Art, Impressionism and Fauvism.	Investigating the work of Paul Klee: Pupils will produce work in the style of Paul Klee, exploring and developing skills using scratch pads, oil pastels and mixed media -to name three.	Production of work for locally ran competition: Pupils will produce work based around a set theme. Inspiration will be gained through a relevant artist. Pupils are encouraged to independently select how their work is produced, drawing on skills developed in previous terms.	What's in a building – architecture and structural design: Pupils will develop and learn the skills of perspective techniques to draw and design 2D and 3D images. Comparing artists' work- exploring genres of realism and cubism, and how image content can be the same but created and presented in a variety of styles.	Investigating Landscape artists & techniques: Using perspective techniques from the previous terms to create landscapes, showing foreground, background and a range of visual perspectives, such as: abstract, collage, and media Pupils will use watercolour to

						develop brush skills and technical skills.
Pathway 3	Basics of Art – Introduction to Art: Pupils will experiment with a variety of techniques and media. This will be an opportunity to initially baseline the students' abilities in the subject.	Self-image, Portraits and identity: Students will produce work on the theme of Portraits, exploring links portrait artists. We will be developing skills in Pointillism, Pop Art, Impressionism and Fauvism.	Investigating the work of Paul Klee: Pupils will produce work in the style of Paul Klee, exploring and developing skills using scratch pads, oil pastels and mixed media -to name three.	Production of work for locally ran competition: Pupils will produce work based around a set theme. Inspiration will be gained through a relevant artist. Pupils are encouraged to independently select how their work is produced, drawing on skills developed in previous terms.	What's in a building – architecture and structural design: Pupils will develop and learn the skills of perspective techniques to draw and design 2D and 3D images. Comparing artists' work- exploring genres of realism and cubism, and how image content can be the same but created and presented in a variety of styles.	Investigating Landscape artists & techniques: Using perspective techniques from the previous terms to create landscapes, showing foreground, background and a range of visual perspectives, such as: abstract, collage, and media Pupils will use watercolour to develop brush skills and technical skills.



Curriculum Map 2026/2027

Subject: Art and Design

Year: 8

	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Pathway 1	Objects & Viewpoints: Pupils will explore the works of still Life artists such	Investigating the work of Hundertwasser: Pupils will learn about the life and works of Hundertwasser and	Investigating animation: Pupils will explore the process of creating animation with the goal of making their	Production of work for locally ran competition: Pupils will produce work based around a set theme. Inspiration will be	Wooden mazes: Pupils will learn how to use hand tools confidently to	Shared view – environmental and cultural Art from around the globe: Pupils will take influence from Artist Andy Goldsworthy

	as Peploe and Cezanne. We will be producing observational drawings to develop our skills shading to show tonal value within their work.	produce work influenced by him. We will be developing techniques, such as wax resists with pastels and creating Mosaics.	own Stop-motion animation. Clay modelling will form part of the animation, developing 3D work. Pupils will also create storyboards and flipbooks to understand the basics of how animation is formed.	gained through a relevant artist. Pupils are encouraged to independently select how their work is produced, drawing on skills developed in previous terms.	create their own wooden mazes. This gives students the opportunity to work safely following health and safety procedures using resistant materials.	creating their own sculptures with natural resources. Pupils will also investigate Aboriginal art and how materials and techniques differ across the globe.
Pathway 2	Objects & Viewpoints: Pupils will explore the works of still life artists such as Peploe and Cezanne. We will be producing observational drawings to develop our skills shading to show	Investigating the work of Hundertwasser: Pupils will learn about the life and works of Hundertwasser and produce work influenced by him. We will be developing techniques, such as wax resists with pastels and creating Mosaics.	Investigating animation: Pupils will explore the process of creating animation with the goal of making their own Stop-motion animation. Clay modelling will form part of the animation, developing 3D work. Pupils will also create storyboards and flipbooks to	Production of work for locally ran competition: Pupils will produce works based around a set theme. Inspiration will be gained through a relevant artist. Pupils are encouraged to independently select how their work is produced, drawing on skills	Wooden mazes: Pupils will learn how to use hand tools confidently to create their own wooden mazes. This gives students the opportunity to work safely following health and safety procedures using resistant materials.	Shared view – environmental and cultural Art from around the globe: Pupils will take influence from Artist Andy Goldsworthy creating their own sculptures with natural resources. Pupils will also investigate Aboriginal art and how materials and techniques differ across the globe.

	tonal value within their work.		understand the basics of how animation is formed.	developed in previous terms.		
Pathway 3	Objects & Viewpoints: Pupils will explore the works of still life artists such as Peploe and Cezanne. We will be producing observational drawings to develop our skills shading to show tonal value within their work.	Investigating the work of Hundertwasser: Pupils will learn about the life and works of Hundertwasser and produce work influenced by him. We will be developing techniques, such as wax resists with pastels and creating Mosaics.	Investigating animation: Pupils will explore the process of creating animation with the goal of making their own Stop-motion animation. Clay modelling will form part of the animation, developing 3D work. Pupils will also create storyboards and flipbooks to understand the basics of how animation is formed.	Production of work for locally ran competition: Pupils will produce works based around a set theme. Inspiration will be gained through a relevant artist. Pupils are encouraged to independently select how their work is produced, drawing on skills developed in previous terms.	Wooden mazes: Pupils will learn how to use hand tools confidently to create their own wooden mazes. This gives students the opportunity to work safely following health and safety procedures using resistant materials.	Shared view – environmental and cultural Art from around the globe: Pupils will take influence from Artist Andy Goldsworthy creating their own sculptures with natural resources. Pupils will also investigate Aboriginal art and how materials and techniques differ across the globe.



Curriculum Map 2026/2027

Subject: Art and Design

Year: 9

	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Pathway 1	Life events – Art history, imagery and its meaning: Students will observe Art from across the world throughout history, discussing it's	Investigating the life and works of Picasso: Students will experiment with techniques to produce work in the style of Picasso.	Investigating the work of Alexander Calder: Pupils get the opportunity to learn and develop skills using tools such as wire cutters and plyers to safely make	Production of work for locally ran competition: Pupils will produce works based around a set theme. Inspiration will be gained through a relevant artist.	Masks from around the world: Pupils will investigate masks, how they are made and their purpose. Pupils then design and create their	Investigating Pop art and its social impact: Pupils create work inspired by Pop Art artists such as Lichtenstein and Warhol mirroring the relationship it

	meaning and what the artist is communicating. Pupils then learn to produce their own work, showing emotions and telling stories. Looking at Illustrations, linking art to writing.	learning techniques in Photomontage, using soft pastels and creating ceramic portraits. Pupils develop their skills using tools and clay forming techniques.	wire sculptures based on the works produced by Calder.	Pupils are encouraged to independently select how their work is produced, drawing on skills developed in previous terms.	own mask learning skills working with Mod-Roc to make the mask, before adding paint.	had with their culture and ours today. Skills developed in areas such as Pens and Paint.
Pathway 2	Life events – Art history, imagery and its meaning: Students will observe Art from across the world throughout history, discussing it's meaning and what the artist is communicating. Pupils then learn to produce their own work, showing	Investigating the life and works of Picasso: Students will experiment with techniques to produce work in the style of Picasso. Learning techniques in Photomontage, using soft pastels and creating ceramic portraits. Pupils develop their skills using tools and	Investigating the work of Alexander Calder: Pupils get the opportunity to learn and develop skills using tools such as wire cutters and plyers to safely make wire sculptures based on the works produced by Calder.	Production of work for locally ran competition: Pupils will produce works based around a set theme. Inspiration will be gained through a relevant artist. Pupils are encouraged to independently select how their work is produced, drawing on skills	Masks from around the world: Pupils will investigate masks, how they are made and their purpose. Pupils then design and create their own mask learning skills working with Mod-Roc to make the mask, before adding paint.	Investigating Pop art and its social impact: Pupils create work inspired by Pop Art artists such as Lichtenstein and Warhol mirroring the relationship it had with their culture and ours today. Skills developed in areas such as Pens and Paint.

	emotions and telling stories. Looking at Illustrations, linking art to writing.	clay forming techniques.		developed in previous terms.		
Pathway 3	Life events – Art history, imagery and its meaning: Students will observe Art from across the world throughout history, discussing it's meaning and what the artist is communicating. Pupils then learn to produce their own work, showing emotions and telling stories. Looking at Illustrations, linking art to writing.	Investigating the life and works of Picasso: Students will experiment with techniques to produce work in the style of Picasso. Learning techniques in Photomontage, using soft pastels and creating ceramic portraits. Pupils develop their skills using tools and clay forming techniques.	Investigating the work of Alexander Calder: Pupils get the opportunity to learn and develop skills using tools such as wire cutters and plyers to safely make wire sculptures based on the works produced by Calder.	Production of work for locally ran competition: Pupils will produce works based around a set theme. Inspiration will be gained through a relevant artist. Pupils are encouraged to independently select how their work is produced, drawing on skills developed in previous terms.	Masks from around the world: Pupils will investigate masks, how they are made and their purpose. Pupils then design and create their own mask learning skills working with Mod-Roc to make the mask, before adding paint.	Investigating Pop art and its social impact: Pupils create work inspired by Pop Art artists such as Lichtenstein and Warhol mirroring the relationship it had with their culture and ours today. Skills developed in areas such as Pens and Paint.



Curriculum Map 2026/2027

Subject: Art

Year: 10

	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Pathway 1	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating

	and fine-tuning skills gained in Key Stage 3. Term 1 researching Artists linked to their theme and producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	fine-tuning skills gained in Key Stage 3. Term 2 researching Artists linked to their theme and producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	fine-tuning skills gained in Key Stage 3. Term 3 researching Artists linked to their theme and producing work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	fine-tuning skills gained in Key Stage 3. Term 4 researching Artists linked to their theme and producing work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	fine-tuning skills gained in Key Stage 3. Term 5 researching Artists linked to their theme and producing work developing 3D skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	and fine-tuning skills gained in Key Stage 3. Term 6 researching Artists linked to their theme and producing work developing 3D skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.
--	--	--	--	--	--	--

Pathway 2	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 1 researching Artists linked to their theme and producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 2 researching Artists linked to their theme and producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 3 researching Artists linked to their theme and producing work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 4 researching Artists linked to their theme and producing work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 5 researching Artists linked to their theme and producing work developing 3D skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 6 researching Artists linked to their theme and producing work developing 3D skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing
-----------	---	---	---	---	---	---

	4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.
Pathway 3	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 1 researching Artists linked to	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 2 researching Artists linked to their theme and	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 3 researching Artists linked to their theme and producing	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 4 researching Artists linked to their theme and	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 5 researching Artists linked to their theme and	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a theme to their choosing demonstrating and fine-tuning skills gained in Key Stage 3. Term 6 researching Artists linked to their theme and

	their theme and producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	producing work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	producing work developing 3D skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.	producing work developing 3D skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January in year 11. This will follow the OCR Art & Design specification.
--	---	---	---	---	---	---



Curriculum Map 2026/2027

Subject: Art and Design

Year: 11

	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Pathway 1	N/A	N/A	N/A	N/A	N/A	N/A
Pathway 2	NCFE Level Award in creative craft (Entry 3):	NCFE Level Award in creative craft (Entry 3):	NCFE Level Award in creative craft (Entry 3):	NCFE Level Award in creative craft (Entry 3):	NCFE Level Award in creative craft (Entry 3):	

	Pupils produce a portfolio of work on a centre set theme demonstrating and fine-tuning skills gained in Key Stage 3. Term 1 researching Artists linked to their theme and producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January.	Pupils produce a portfolio of work on a centre set theme demonstrating and fine-tuning skills gained in Key Stage 3. Term 2 researching Artists linked to their theme and producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January.	Pupils produce a portfolio of work on a centre set theme demonstrating and fine-tuning skills gained in Key Stage 3. Term 3 researching Artists linked to their theme and producing work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January. This will follow the OCR Art & Design specification.	Pupils produce a portfolio of work on a centre set theme demonstrating and fine-tuning skills gained in Key Stage 3. Term 4 researching Artists linked to their theme and producing work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January.	Pupils will begin to mount and compile their work ensuring it is ready to be moderated. GCSE Art & Design: Pupils will begin preparing for the exam, the paper is made available, with pupils selecting their theme for the exam. This will follow the OCR Art & Design specification.	
--	--	--	---	--	--	--

	This will follow the OCR Art & Design specification.	This will follow the OCR Art & Design specification.		This will follow the OCR Art & Design specification.		
Pathway 3	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a centre set theme demonstrating and fine-tuning skills gained in Key Stage 3. Term 1 researching Artists linked to their theme and producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a centre set theme demonstrating and fine-tuning skills gained in Key Stage 3. Term 2 researching Artists linked to their theme and producing work developing pencil skills. GCSE Art & Design: Pupils with access to GCSE Art will	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a centre set theme demonstrating and fine-tuning skills gained in Key Stage 3. Term 3 researching Artists linked to their theme and producing work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work	NCFE Level Award in creative craft (Entry 3): Pupils produce a portfolio of work on a centre set theme demonstrating and fine-tuning skills gained in Key Stage 3. Term 4 researching Artists linked to their theme and producing work developing painting skills. GCSE Art & Design: Pupils with access to GCSE Art will work	NCFE Level Award in creative craft (Entry 3): Pupils will begin to mount and compile their work ensuring it is ready to be moderated. GCSE Art & Design: Pupils will begin preparing for the	

	Art will work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January. This will follow the OCR Art & Design specification.	work across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January. This will follow the OCR Art & Design specification.	across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January. This will follow the OCR Art & Design specification.	across Key Stage 4 producing a portfolio of work from a set theme before preparing for the exam from January. This will follow the OCR Art & Design specification.	exam, the paper is made available, with pupils selecting their theme for the exam. This will follow the OCR Art & Design specification.	
--	--	---	--	--	---	--