



Art Curriculum Map (KS3–KS4)

Our Art & Design curriculum at Kings is built around project themes that guide students through core skills, creative exploration, and personal expression.

Key Stage 3 – In Year 9 students build core skills through themed projects that introduce materials, processes, and concepts

	Autumn	Spring	Summer
Year 9	Still Life & Symbolism Explore symbolism in everyday objects through artists' work. Learn drawing and mark making techniques to create depth, form, and meaning. Art as Communication: Social Justice & Activism Develop design thinking and use colour symbolism and composition to express powerful social and political ideas. Graphic Design Brief: Phobias In this project, drawing is used to explore, invent, communicate and refine ideas. Competition: Kings Christmas Card	Paint the Spectrum Understand colour theory, brush techniques, and the emotional power of colour. Explore movements like Impressionism and Fauvism and compare to contemporary art practice. A Sense of Place: Biodiversity & Conservation Use mixed media to represent natural textures and express environmental themes with personal meaning. Develop tonal control with expressive or realistic effect, including perspective and atmosphere. Personal Response: Kurt Jackson Inspired Landscape Competition: Biodiversity Photography	Project: 'Messages' Choose an issue that matters to you— Personal and Emotional Expression, Social issues, Environmental, Mental Health —and produce a personal artwork reflecting that theme. Learn how to speak confidently expressing opinions and ideas, demonstrating an ability to interpret different sources to create new and original outcomes Drawing from observation – understand form and space- 3D form, foreshortening, scale and perspective. Theme: Biophilia Competition: Waste Age
Through the curriculum. Autobiographical Zine: In this project students explore autobiographical themes, contemporary culture, iconography & social issues.			



Key Stage 4 – In Years 10 & 11 students develop independence, personal voice, and technical confidence as they work toward GCSE assessment

Year 10 Development

	Autumn	Spring	Summer
Year 10	Biomorphic Forms Design and sculpt organic ceramic forms inspired by nature. Learn from artists working in sculpture and ceramics. Drawing for design - use drawing as part of a creative process (design, problem-solving)	Portraiture & Self-Image Explore identity through portraiture. Work in any medium to express your ideas and investigate emotional narratives. Alternative Option: Pet Portraits For learners who prefer animal subjects, this offers a personal twist on portrait work. Students refine and extend drawing skills with increasing independence and purpose. They explore both expressive and technical approaches to drawing, using a wide range of media, and draw with intent—to analyse, explore, develop, design and communicate meaning.	Personal Project Choose a theme such as: ○ Urban Landscapes ○ Land, Sea, and Sky ○ Human Form & Emotion Develop original work through research, experimentation, and refinement leading to a final piece.
Printmaking across the curriculum: Learn lino, screen print making, and dry-point printing. Develop series-based thinking and explore layering imagery.			



Year 11 – GCSE Completion (KS4) Refinement & Final Outcomes

	Autumn	Spring	Summer
Year 11	Students choose their strongest or most meaningful Year 10 theme and develop it further Student may wish to: • Extend a previous project with more expressive or refined techniques • Produce a more resolved, ambitious final piece	Externally Set Assignment (Component 2 – 40%) Respond to a theme set by the exam board. Students develop their own ideas through research, practice, and refinement. Assessment Objectives Summary AO1 – Investigate artists relevant to your theme and connect their ideas to your own AO2 – Experiment with materials and techniques based on your intent AO3 – Record ideas, observations and insights using drawing, photography, annotation AO4 – Present a personal and meaningful outcome that shows clear connections and refinement	10-Hour Final Practical Exam Create a final piece under exam conditions, demonstrating full creative journey from concept to realisation.