



Art Curriculum Map (KS3–KS4)

Our Art and 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	<p>Still Life and Symbolism Explore symbolism in everyday objects through artists’ work. Learn drawing and mark making techniques to create depth, form, and meaning.</p> <p>Art as Communication: Social Justice and Activism Develop design thinking and use colour symbolism and composition to express powerful social and political ideas.</p> <p>Graphic Design Brief: Phobias In this project, drawing is used to explore, invent, communicate and refine ideas.</p> <p>Competition: Kings Christmas Card</p>	<p>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.</p> <p>A Sense of Place: Biodiversity and 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.</p> <p>Personal Response: Kurt Jackson Inspired Landscape Competition: Biodiversity Photography</p>	<p>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.</p> <p>Learn how to speak confidently expressing opinions and ideas, demonstrating an ability to interpret different sources to create new and original outcomes</p> <p>Drawing from observation – understand form and space - 3D form, foreshortening, scale and perspective. Theme: Biophilia Competition: Waste Age</p>
<p>Through the curriculum. Autobiographical Zine: In this project students explore autobiographical themes, contemporary culture, iconography and social issues.</p>			



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

Year 10 Development

	Autumn	Spring	Summer
Year 10	<p>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)</p>	<p>Portraiture and 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.</p>	<p>Personal Project Choose a theme such as:</p> <ul style="list-style-type: none">○ Urban Landscapes○ Land, Sea, and Sky○ Human Form and Emotion <p>Develop original work through research, experimentation, and refinement leading to a final piece.</p>
<p>Printmaking across the curriculum: Learn lino, screen print making, and dry-point printing. Develop series-based thinking and explore layering imagery.</p>			



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

	Autumn	Spring	Summer
Year 11	<p>Students choose their strongest or most meaningful Year 10 theme and develop it further</p> <p>Student may wish to:</p> <ul style="list-style-type: none">• Extend a previous project with more expressive or refined techniques• Produce a more resolved, ambitious final piece	<p>Externally Set Assignment (Component 2 – 40%)</p> <p>Respond to a theme set by the exam board. Students develop their own ideas through research, practice, and refinement.</p> <p>Assessment Objectives Summary</p> <p>AO1 – Investigate artists relevant to your theme and connect their ideas to your own</p> <p>AO2 – Experiment with materials and techniques based on your intent</p> <p>AO3 – Record ideas, observations and insights using drawing, photography, annotation</p> <p>AO4 – Present a personal and meaningful outcome that shows clear connections and refinement</p>	<p>10-Hour Final Practical Exam</p> <p>Create a final piece under exam conditions, demonstrating full creative journey from concept to realisation.</p>