

Art/Textiles/Photography	Linking Curriculum Learning to Careers	September 2021 – July 2022
	Gatsby Benchmark 4	

	AUTUMN	SPRING	SUMMER
Year 7			
ACTIVITY	1. Formal Elements SOW – Research into job role of illustrators and artist. Group work whilst developing final piece. 2. Design a poster for the school musical	SMSC day – Group work on French inspired artist	Aboriginal Artist research – How this style of art is created and used commercially.
OUTCOME	1. Understanding of pathways required to become an illustrator and artist. Communication and organisation skills demonstrated during group work. 2. Understand how to organise and plan the poster design including all the information and using clear design concepts.	Understand all the skills involved in producing a large art piece with a group of people: Organising Planning Communicating Listening Job allocation Quality control	Understanding of this industry and how job roles within this sector change depending on the size of the company. Commercially produced aboriginal produced compared to one off items made in cottage style industry.
Year 8			
ACTIVITY	1. Pop Art SOW – Research into the job role of an artist. Also commercial links to Pop Art and advertising. 2. Design a poster for the school musical	Portraiture skills set – here we will build upon several workplace skill sets that can be transferred into the workplace: Confidence Drawing Self-reflection	3D SOW – research into the ceramic industry and how ceramicists train/prepare for their jobs.
OUTCOME	1. Understanding of pathways required to become an illustrator and artist. To be able to	Students will develop their drawing skills by being self-reflective and looking at how they could improve their drawings, this will help	Understanding of this industry and how job roles within this sector change depending on the size of the company.

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	<p>link the art world to advertising and explain which jobs that involves.</p> <p>Communication and organisation skills demonstrated during group work.</p> <p>2.Understand how to organise and plan the poster design including all the information and using clear design concepts.</p>	<p>them to be more confident in their drawing skills.</p> <p>All of these skills are used in the workplace and students will be made aware of these links.</p>	<p>Commercially produced ceramics compared to one off items.</p>
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Year 9

ACTIVITY	<p>1.Work-shops about techniques – artists linked through out – opportunities for discussion around how these careers work practically and what skills are required whether commercial businesses or cottage industries.</p> <p>2.Artist/designer research</p>	<p>Sainsbury Centre Trip/UEA tour</p>	<p>Year 9 Exhibition</p>
OUTCOME	<p>1.Students understand the differences between creative job roles in terms of size and industry.</p> <p>2.Through independent research relevant to their project's students will research an artist, designer, crafter, illustrator etc. to help inform their own practice. Students will understand what pathway these artists etc. followed to be able to enter into these careers.</p>	<p>Students learn about the job roles used in a gallery/museum setting. Interview staff and complete questionnaire.</p> <p>Students also learn about the range of courses available at the UEA and complete workshops about different pathways into a range of careers.</p>	<p>Students learn how to curate their exhibition across all endorsements. Organise/design posters, advertising, social media, hospitality, hanging and displaying the work.</p>

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Year 10			
ACTIVITY	<p>1. Artist and designer research through thematic projects.</p> <p>2. We will build upon several workplace skill sets that can be transferred into the workplace: Confidence, Drawing, Self-reflection, creativity, independence and project management.</p>	<p>1. Artist and designer research through thematic projects.</p> <p>2. We will build upon several workplace skill sets that can be transferred into the workplace: Confidence, Drawing, Self-reflection, creativity, independence and project management.</p>	<p>1. Artist and designer research through thematic projects.</p> <p>2. We will build upon several workplace skill sets that can be transferred into the workplace: Confidence, Drawing, Self-reflection, creativity, independence and project management.</p>
OUTCOME	<p>1. Through independent research relevant to their project's students will research an artist, designer, crafter, illustrator etc. to help inform their own practice. Students will understand what pathway these artists etc. followed to be able to enter into these careers.</p> <p>2. Students will develop their drawing skills by being self-reflective and looking at how they could improve their drawings, this will help them to be more confident in their drawing skills. Managing their thematic projects, meeting deadlines etc will be a valuable skill.</p> <p>All of these skills are used in the workplace and students will be made aware of these links.</p>	<p>1. Through independent research relevant to their project's students will research an artist, designer, crafter, illustrator etc. to help inform their own practice. Students will understand what pathway these artists etc. followed to be able to enter into these careers.</p> <p>2. Students will develop their drawing skills by being self-reflective and looking at how they could improve their drawings, this will help them to be more confident in their drawing skills. Managing their thematic projects, meeting deadlines etc will be a valuable skill.</p> <p>All of these skills are used in the workplace and students will be made aware of these links.</p>	<p>1. Through independent research relevant to their project's students will research an artist, designer, crafter, illustrator etc. to help inform their own practice. Students will understand what pathway these artists etc. followed to be able to enter into these careers.</p> <p>2. Students will develop their drawing skills by being self-reflective and looking at how they could improve their drawings, this will help them to be more confident in their drawing skills. Managing their thematic projects, meeting deadlines etc will be a valuable skill.</p> <p>All of these skills are used in the workplace and students will be made aware of these links.</p>

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Year 11			
ACTIVITY	<p>1. Artist and designer research through thematic projects.</p> <p>2. We will build upon several workplace skill sets that can be transferred into the workplace: Confidence, Drawing, Self-reflection, creativity, independence and project management.</p>	<p>1. Artist and designer research through thematic projects.</p> <p>2. We will build upon several workplace skill sets that can be transferred into the workplace: Confidence, Drawing, Self-reflection, creativity, independence and project management.</p>	<p>1. Artist and designer research through thematic projects.</p> <p>2. We will build upon several workplace skill sets that can be transferred into the workplace: Confidence, Drawing, Self-reflection, creativity, independence and project management.</p>
OUTCOME	<p>Through independent research relevant to their project's students will research an artist, designer, crafter, illustrator etc. to help inform their own practice. Students will understand what pathway these artists etc. followed to be able to enter into these careers.</p> <p>2. Students will develop their drawing skills by being self-reflective and looking at how they could improve their drawings, this will help them to be more confident in their drawing skills. Managing their thematic projects, meeting deadlines etc will be a valuable skill.</p> <p>All of these skills are used in the workplace and students will be made aware of these links.</p>	<p>Through independent research relevant to their project's students will research an artist, designer, crafter, illustrator etc. to help inform their own practice. Students will understand what pathway these artists etc. followed to be able to enter into these careers.</p> <p>2. Students will develop their drawing skills by being self-reflective and looking at how they could improve their drawings, this will help them to be more confident in their drawing skills. Managing their thematic projects, meeting deadlines etc will be a valuable skill.</p> <p>All of these skills are used in the workplace and students will be made aware of these links.</p>	<p>Through independent research relevant to their project's students will research an artist, designer, crafter, illustrator etc. to help inform their own practice. Students will understand what pathway these artists etc. followed to be able to enter into these careers.</p> <p>2. Students will develop their drawing skills by being self-reflective and looking at how they could improve their drawings, this will help them to be more confident in their drawing skills. Managing their thematic projects, meeting deadlines etc will be a valuable skill.</p> <p>All of these skills are used in the workplace and students will be made aware of these links.</p>