## KS3 ADT





### **Course Outline for Key Stage 3**

Our vision for Art & Design Technology is that everyone IS creative! We believe that all students should have an opportunity to discover and develop this creativity for themselves. The KS3 curriculum has been designed to give all students a strong foundation for continuing the subjects at KS4 and 5.

Over the three years at KS3, students will experience a wide range of relevant and challenging projects. These have been designed to give breadth and depth of knowledge and practical skills to all students.

### Ks3 students will follow a subject rotation lasting approximately 6 weeks (In Y9 projects last 9-weeks):

				1970
	Year 7	Year 8	Year 9	st ??
Food	Food Preparation & Nutrition	'Fake-Away' – quick and healthy alternative to take aways	Factors affecting food choice	For each topic/project students will
Graphics/Photography	Digital Branding - Who Am I?	Digital Branding - Rebranding NASA		receive a learning journey so they
Product Design	Card modelling project	Shadow box - Themed Lighting	Handheld Device – concept modelling	can see what they will be learning (this
Textiles	Maurizio Anzeri Textiles	E-Textiles	Soft Sculpture	will be in their ADT book)
Art	Art foundations	Architectural Art	Art Movements	
Ceramics	Gnomes	Coil bowls		Sto.
Homework:	The series stress	e accurately, feel were rooted in its head, we determine the animal the name Cephalopod; its a ched a distance twice the length of its body a Source	Line baking to	Step 5 top and genth

**Homework:** 

Homework will be largely project based and linked to the project themes in school. They will run for the duration of the 6 week rotation and will involve opportunities for students to present their homework in front of their peers.

### Assessment and feedback:

During each project students will be assessed based on their performance focusing mainly on design & making skills. The ADT assessment and feedback system has been created to be visual & give support and challenge students to improve (see example on next page)

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### **Points of contact:**

brandine Your child's ADT teacher Or Malcolm Simpson – Head of Department – msimpson@tcolc.aspirelp.uk

Line baking trays with greaseproof paper Step 2 - Weigh the 150g self-raising flour and 50g butter and place in a large plastic bowl. Break the butter into small pieces with your fingers.

Step 3 - Rub the butter into the flour to te a sandy breadcrumb texture. DO NOT OVER RUB. Step 4 - Measure the liquid and gradually add stirring into the crumbs with a table knife. DO NOT OVER ADD. Put your hands in and bring it together to a dough.

B Flour

e/Butter

ater

chilli.

IDI

top and gently roll out/press down your dough into a pizza shape base. Carefully lift onto your baking tray.

Step 6 - Prepare Your toppings: Grate cheese, Slice & chop all other ingredients into bitesize pieces.

Step 7 - Evenly spread to the tomato sauce with the back of the spoon. Place on toppings, follow by grated cheese. Bake for 20 minutes or until Bolden & cooked

Step 8 - Washing up / Drying ur PRINTED Work surface clean Work surrace clean Cupboard & equipment check All Knives back in block PARTS



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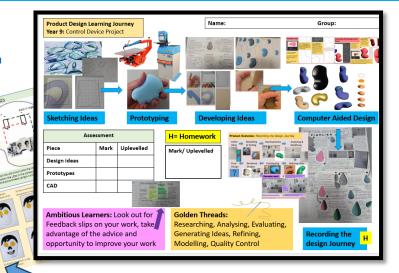
# KS3 ADT

Extra

At the start of each project/topic students are given a 'learning journey' with an overview of what they will be learning.

- Food (Ks3-4)

Golden Threads



### Students also have access to knowledge organisers

Each project or topic has been planned with key knowledge and skills that are sequenced and embedded across the three years. We have called these 'golden threads' as they are fundamental to ensuring that students have all the necessary knowledge and skills to be more independent and creative designers before Ks4.

KS3 ADT Performance

PP:

We record student progress and attitude to learning on ADT performance sheets; We assess DESIGNING, MAKING & EVALUATING (as part of the National Curriculum).

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Art & Desieu K\$3.5 Art

ive skills

### Example of a feedback slip that students interact with

eacher feedback	NASA rebranding Designs
	Yellow Brange of ideas showing clear intention
	Orange Relevant that Detailed annotation Full and therough
	Least to create discussing thought annotation showing Some ideas traven ideas thoughts thoughts thoughts
	theme densing thicks densities theme densities theme density functions and appropriate duality investmentation Some labelling/ dear link to densities dens
	details of thoughts theme Software considered software limitations
	To improve my work, I have

### **VAFL** Assessment system

As Art and Design Technology is very visual as a subject, we decided to use a colour system linked to exemplar work to help students to make progress. The colour bands are orange, yellow, green and purple. We encourage our students to aim to complete their work to a 'green' or 'purple' standard as this will mean they are more likely to achieve the higher grades at GCSE (if they choose one of the ADT subjects to study)



Design Planning assessment criteria

#### 3 different stitches used The Design plan is very

- full colour clearly 1 or 2 stitches labelled or techniques have More than one side of
- the product designed Some mention of been suggested Colour applied or Use of basic labelling

simple

labelled

textile techniques Some links to previous research (analysis,

PP

PP2

D

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- drawings, mood board)
- thing into white band then expl to an balant from balant from balant Explains why the annotated with links

An AN An Stat Stat A Stat Stat Ang Ang a far an Ang a far an Ang Ang a far an Ang a far an Ang Ang a far an Ang a far an Ang a far an Ang Ang a far an Ang a far

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Design is fully

to research

have been

considered

All sides of the

product designed and annotated

Wide range of

techniques explored

and explained Construction details

- components / materials are being used, link to research Sketch shows multiple
- view (side / back) Detailed annotation of how the soft sculpture wil be made, include
- techniques and structure Use of colour and stiches are consistently strong and reflect the product outcome