

# S2 ART AND DESIGN

## COURSE PLAN 2022– 2023

It is important that you keep this in a safe place and refer to it regularly. Important dates are clearly marked please transfer these items into your homework planner for future reference.

The Art and Design course is made up of four units, 2D Design, 3D Design, 2D Expressive and 3D Expressive. Units may be run in any order.

Your teacher will also issue you with homework and written tasks which you should write into your homework planner

	<b>Week beginning</b>	<b>Course plan</b>	<b>Homework Plan</b>
1	Mon 6 <sup>th</sup> June		
2	Mon 13 <sup>th</sup> June		
3	Mon 20 <sup>th</sup> June		
	Tues 28 <sup>th</sup> June- Wed 17 <sup>th</sup> Aug	Summer Holiday	
	<b><u>TERM1</u></b>		
4	Mon 15 <sup>th</sup> Aug	<i><b><u>In-Service days Mon 15<sup>th</sup> and Tues 16<sup>th</sup></u></b></i> <b>Creative Industries</b> – what are the Creative Industries?	
5	Mon 22 <sup>nd</sup> Aug	CI roles and creation of CI Top Trump cards	
6	Mon 29 <sup>th</sup> Aug	CI Skills; introduction to zines; mock up of a paper zine	
7	Mon 5 <sup>th</sup> Sept	Creation of zine page ideas and class mind map; Creation of individual zine pages	Zine page mock up
8	Mon 12 <sup>th</sup> Sept	Individual zine page work – research and creation	
9	Mon 19 <sup>th</sup> Sept	<i><b><u>Friday 23<sup>rd</sup> September Holiday</u></b></i> Individual zine page work; refining drafts and developments	
10	Mon 26 <sup>th</sup> Sept	<i><b><u>Monday 26<sup>th</sup> September Holiday</u></b></i> <u>Individual zine page work, final draft</u>	“Grace Dear” zine research page
11	Mon 3 <sup>rd</sup> Oct	Pitch creation for front cover; pitch ‘sales’ techniques and practice	
12	Mon 10 <sup>th</sup> October	Pitches and front cover selection; layout group decision using Jamboard	
	Mon 1 <sup>th</sup> Oct – Fri 21 <sup>st</sup> Oct	October Break	
12	Mon 25 <sup>th</sup> Oct	<i><b><u>Monday 17<sup>th</sup> Inservice Day</u></b></i> <b>Creative Industries – game character design.</b> Introduction to character design; initial mindmaps and ideas; game concept idea	
14	Mon 31 <sup>st</sup> Oct	Game concept layout; character ideas and sketches	Character evaluation homework
15	Mon 7 <sup>th</sup> Nov	Collage – backgrounds and environment	
16	Mon 14 <sup>th</sup> Nov	Character design – decision on final character, drawn/created digitally	
17	Mon 21 <sup>st</sup> Nov	Animation – introduction to history, principles of	Animation timeline homework

18	Mon 28 <sup>th</sup> Nov	Animation – introduction to phenakistiscope, drawing movement in animation	
19	Mon 5 <sup>th</sup> Dec	Creation of character in movement	
20	Mon 12 <sup>th</sup> Dec	Creation of character in movement - filming	Pitch creation for game character homework
21	Mon 19 <sup>th</sup> Dec	f character in movement - filming	
	Fri 23 <sup>rd</sup> Dec – Thur 5 <sup>th</sup> Jan	CHRISTMAS HOLIDAY	
	<b><u>TERM 2</u></b>		
22	Mon 2 <sup>nd</sup> Jan	<i><b><u>Reopen Thursday 5<sup>th</sup></u></b></i> Introduction to stop motion animation – history	Stop motion flowchart
23	Mon 9 <sup>th</sup> Jan	Character design – 3D modelling – sketches and planning	
24	Mon 16 <sup>th</sup> Jan	Character design – 3D modelling	
25	Mon 23 <sup>rd</sup> Jan	Character design – 3D modelling and photographing	
26	Mon 30 <sup>th</sup> Jan	Character design – 3D modelling and photographing	
27	Mon 6 <sup>th</sup> Feb	<i><b><u>In-Service Day Fri 10<sup>th</sup> Feb</u></b></i> Character design – 3D modelling and photographing	3D modelling quiz
28	Mon 13 <sup>th</sup> Feb	<i><b><u>Monday 13<sup>th</sup> Tuesday 14<sup>th</sup> Mid Term Holiday</u></b></i> <b>Creative Industries – Zine project revisit.</b> Creation of items for sale on primary visit – card holder for their lunch card. Ideas, mindmaps on graphic design	
29	Mon 20 <sup>th</sup> Feb	Recap of elements of graphic design and layout; symbolism	
30	Mon 27 <sup>th</sup> Feb	Symbolism; creation of a symbol to be used on the card holder	Symbolism homework
31	Mon 6 <sup>th</sup> Mar	Template – draft of card holder; begin to create card model	
32	Mon 13 <sup>th</sup> Mar	Creation of card model cardholder	
33	Mon 20 <sup>th</sup> Mar	Digital repeat patterns creation for poster, to advertise using designs created	Repeat pattern homework
34	Mon 27 <sup>th</sup> Mar	Digital repeat patterns creation for poster, to advertise using designs created	
	Fri 31 <sup>st</sup> March – Mon 17 <sup>th</sup> April	EASTER HOLIDAY	
35	<b><u>Term 3</u></b> Mon 17 <sup>th</sup> Apr	<b>Creative Industries – Food Truck project.</b> Intro to project, intro to business concepts such as budgeting, profit and loss, recap of design.	
36	Mon 24 <sup>th</sup> Apr	Mindmap and sketches of food truck ideas – sketch of truck design; logo creation.	Logo design for the CI class homework
37	Mon 1 <sup>st</sup> May	<i><b><u>Monday 1<sup>st</sup> Holiday</u></b></i> <i><b><u>Tuesday 2<sup>nd</sup> In-Service Day</u></b></i> Logo creation, menu creation – paper based.	
38	Mon 8 <sup>th</sup> May	Creation of 3D truck model – design, colour and layout	
39	Mon 15 <sup>th</sup> May	Creation of 3D truck model – design, colour and layout	Research on business cards – different styles
40	Mon 22 <sup>nd</sup> May	<i><b><u>Friday 26<sup>th</sup> Holiday</u></b></i> Business card creation incorporating logo - digital	

41	Mon 29 <sup>th</sup> May	<b><u>Monday 29th Holiday</u></b> Business card creation incorporating logo - digital	
	Mon 5 <sup>th</sup> June	<b>New Timetable Starts</b>	
	Mon 12 <sup>th</sup> June		
	Mon 19 <sup>th</sup> June		
		LAST DAY OF TERM : Friday 23 <sup>rd</sup> June	