## Landau Learner Curriculum Overview

Subject: 3D Design Director of Learning: GM Year: 12

Curriculum organisation				
Students are taught in mixed ability for the	e equivalent of ten single lessons per fortnig	tht. Projects are highly personalised and tailored to the individuals.	They follow the OCR A Level Art : 3D Design	
Specialism. This suits students that are pro	gressing from GCSE Design and Technology			
What topics will students be studying this year? Includes links to A Level specification, Curriculum Intent and Prior Related Learning*				
Term 1: Develop core skills.	Term 2: Chair Project	Term 3&4: Externally Set Task Trial/ Personal Investigation	Term 5: Personal Investigation	
Students develop generic skills such as	This project will support students to	Students choose a theme from the starting points in the	Students start creating body of work for	
model making, CAD, rendering, scribing,	develop individual skills, identify and	February release paper. Source areas for relevant	Portfolio for Personal Investigation.	
experimenting, designing, research skills	experiment with relevant media and	contextualisation of ideas. Initial exploration of	Producing: Developmental pieces,	
and how to contextualise own work.	techniques while working towards a	ideas/materials/techniques/processes. Create on going record	Experimental work, design work, On-going	
Also, opportunity to introduce breadth	furniture outcome. The focus is on using	of research, observations and investigations into chosen theme	critical evaluation of own work, Critical	
into their work through the acquisition	contextual influences to inspire practical	and chosen materials/techniques. Experiment with media and	exploration of others work.	
of different skills.	work that develops through iteration.	materials. 15 hour controlled session for final outcome.		
Contextual Studies 2 hours a fortnight are spent developing critical and contextual understanding that will prepare students for the <b>Related study</b> this			Related study – Decide on final format for	
consists of critical and contextual work relevant to chosen theme that supports and compliments practical body of work.			Related study	
Prior Learning: builds on skills from	Prior Learning: Materials, techniques	Prior Learning: Materials, techniques and processes used	Prior Learning: Mastery of techniques in	
GCSE D&T	and processes used previously are now	previously are now exploited. Students are encouraged to use	early part of course.	
A Level Specification: Students are	exploited.	their strengths developed during the Chair Project.	A Level Specification: All assessment	
required to develop core skills	A Level Specification: All assessment	A Level Specification: All assessment objectives covered.	objectives covered.	
Curriculum Intent: practical skills,	objectives covered.	Curriculum Intent: Students are empowered to develop work	Curriculum Intent: students create persona	
enable all learners to find their strengths	Curriculum Intent:	which is highly skilled and imaginative.	projects that exploit opportunities to	
			engage with deep themes.	

Equipment needed for sessions:	What can you do to support your child?
Sketchbook (provided) Pencil, ruler, rubber, sharpener, Ball point pen Various other media and materials will be provided as necessary.	Encourage your child to look, photograph, collect, explore and record the world around them. Encourage your child to develop a growth mind-set and accept mistakes as part of the learning process. Encourage your child to talk to you about the designers and design movements and cultures they are learning about.
How will learning be assessed and progress measured?	Extension and enrichment activities:
The four assessment objectives students are assessed on in all projects are:	DT extension – every week
AO1: Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical	External visits
and critical understanding. AO2: Explore and select appropriate resources, media, materials, techniques and processes, reviewing and	
refining ideas as work develops. AO3: Record ideas, observations and insights relevant to intentions, reflecting critically on work and	
progress. AO4: Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between	
visual and other elements.	