

Learning overview for 3D Art and Design:			Year group: 10	
Term	Key topics / scheme of work	What most pupils will learn (prior assessment may alter starting point & content)	Key skills used	How will this learning be assessed?
Term 1	Unit 1	Fusion 360 and 3D printing based around jewellery design and a ring clip.	Developing ideas, investigating, critical understanding, reviewing and refining, media experimentations, recording observations, making links, personal responses, presentation, literacy, grammar	Through the GCSE assessment objectives.
Term 2	Unit 2	Adobe Illustrator and laser and cam cutting. 2D design work to understand vector images. Pattern design to be incorporated into Fusion Modelling.	Developing ideas, investigating, critical understanding, reviewing and refining, media experimentations, recording observations, making links, personal responses, presentation, literacy, grammar	Through the GCSE assessment objectives.
Term 3	Unit 3	Blender organic modelling design a response for the Fourth Plinth.	Developing ideas, investigating, critical understanding, reviewing and refining, media experimentations, recording observations, making links, personal responses, presentation, literacy, grammar	Through the GCSE assessment objectives.
Term 4, 5 and 6	Unit 4	Brief set on previous exam paper. Pupils choose a personal response to a brief set for one of the following areas: • Architectural design • Interior design	Developing ideas, investigating, critical understanding, reviewing and refining, media experimentations, recording observations, making links, personal responses, presentation, literacy, grammar	Through the GCSE assessment objectives.





•	roduct design nvironmental/landscape design culpture ewellery and body adornment
(Inclu	ded for coursework exam to be sat 6hrs).