

Level 1 Art & Design Project

Theme: Designing an Art Piece & Product Inspired by Chester Zoo or Own Theme

Duration: 20 Weeks

Week	Objectives (Learning Goals)	Activity / Weekly Focus	Scaffolding (Support Provided)	Assessment (Evidence / Method)
1	Understand the design brief and identify project aims	Understanding the Design Brief – Introduction to project and exploring Chester Zoo or personal themes	Teacher explains design brief; group discussion; visual examples shared	Observation of engagement and idea generation
2	Gather visual inspiration and organise imagery effectively	Adding Pictures to Create a Mood Board – Collect theme imagery, colours, and textures	Teacher demonstration of layout; example boards shown	Completed mood board on PowerPoint of Chester Zoo imagery
3	Develop basic pencil shading skills to show tone and form	Pencil Shading Techniques – Explore tone, line, and value. Create a Polygon tracing of chosen animal picture, Use a graphite pencil to shade the back and then trace onto an A3 sheet of paper.	Teacher demonstration; shading practice sheet	Observation and feedback
4	Apply colour theory to produce smooth gradients and tints	Colour Gradient & Colour Theory – Learn blending and transitions between colours	Guided colour mixing activity; teacher example	Colour wheel and gradient exercises

5	Use TechSoft to create simple digital geometric artwork	Drawing a Polygon Animal Using TechSoft (2D Design) – Introduction to digital drawing	Step-by-step software tutorial; teacher support	Completed polygon animal file
6	Explore digital effects and filters to enhance imagery	Using Filters in Photoshop – Experiment with digital effects and textures	Guided Photoshop tutorial; before/after comparisons	Screenshot evidence in sketchbook
7	Experiment with collage to express theme through composition	Creating a Collage – Combine printed images and textures to represent theme	Teacher demonstration; peer support	Completed collage showing creativity
8	Apply painting and stippling to create texture and surface quality	Painting & Stipple Effect – Explore texture, brush control, and layering	Demonstration of stippling and blending; supervised practice	Practical review of technique
9	Use stencils to create pattern and repetition in design	Using Stencils – Create repeated patterns or shapes linked to theme	Teacher demonstration; stencil templates provided	Finished stencil artwork piece
10	Understand Cubism and analyse key artists' use of shape and form	Analysis of Cubism – Explore Cubist artists and their approach to shape/form	Guided worksheet; class discussion	Completed artist analysis sheet
11	Experiment with printing techniques and transparent materials	Printing onto Laminated Sheets – Experiment with transparency and layering	Teacher demo on printing technique	Printed samples reviewed for accuracy
12	Incorporate text and typography creatively into visual design	Adding Text & Typography – Integrate words and lettering into design	Demonstration using Photoshop/CAD; examples shown	Typography incorporated effectively in design

13	Create a simple 3D model using CAD software	Using CAD to Make a 3D Product – Model product inspired by design	Guided CAD tutorial; individual support	Completed 3D model file or printout
14	Refine ideas based on feedback and combine media effectively	Design Refinement – Combine digital and traditional elements; adjust based on feedback	Peer critique; teacher feedback checklist	Improved sketches and concept documentation
15	Begin production of final art piece following design plan	Creating Final Art Piece/Product (Stage 1) – Begin producing final piece	Teacher monitoring progress; one-to-one support	Ongoing formative review
16	Develop final piece with focus on finish and presentation quality	Creating Final Art Piece/Product (Stage 2) – Continue production, focus on finish and quality	Teacher demonstrations of advanced methods	Progress check and practical observation
17	Prepare and mount work for professional presentation	Finishing Touches & Mounting Work – Prepare final product for presentation	Teacher support on layout and display	Work mounted or presented to exhibition standard
18	Provide constructive peer feedback and evaluate others' work	Peer Review & Group Critique – Share, discuss, and evaluate final outcomes	Structured peer feedback forms	Peer assessment evidence collected
19	Reflect on personal progress and evaluate project outcomes	Written Evaluation & Reflection – Reflect on personal progress and learning	Evaluation prompts; sentence starters	Completed written evaluation

20	Present final work and celebrate achievements	Final Review & Exhibition – Display final outcomes and celebrate achievements	Teacher feedback meeting; showcase event	Summative assessment and final grading
----	---	---	--	--