

Year 12

3D Design

Portfolio 1 Project September-February

- Know how to cover all Assessment Objectives holistically
- Understand and evidence all Assessment Objectives
- Develop ideas inspired by a range of artists and contextual sources
- Challenge yourself both through your ideas and within your experimentation

Year Calendar Plan			
Dates		Lesson Focus	Revision/Assessment
Week 1	Commencing 2 nd Sept	<ul style="list-style-type: none"> • Introduction to course including expectations and requirements • Initial research • How to run a sketchbook • Moodboards/ mindmaps 	AO2 AO3 Sketchbook check/tutorial every 6-9 lessons
AO2, AO3: Workshops technical upskill and technique introduction			
Week 2	Commencing 9 th Sept	Keeping a Sketchbook <ul style="list-style-type: none"> • Image manipulation • Mark making • Texture and macro studies • Drawing from secondary sources 	AO2 AO3 Sketchbook check/tutorial every 6-9 lessons
Week 3	Commencing 16 th Sept	Line studies & wire translations <ul style="list-style-type: none"> • Preliminary sketches and designs • Document techniques • Artist imagery to support ideas • Analysis and reflections- successes and challenges discussed (minimum Double SB page for each) 	AO2 AO3 Sketchbook check/tutorial every 6-9 lessons
Week 4	Commencing 23 rd Sept		
Week 5	Commencing 30 th Sept PC1 Progress Check Week	Ceramic/ clay modelling <ul style="list-style-type: none"> • Preliminary sketches and designs • Document techniques • Artist imagery to support ideas • Analysis and reflections- successes and challenges discussed (minimum Double SB page for each) 	AO2 AO3 Sketchbook check/tutorial every 6-9 lessons
Week 6	Commencing 7 th Oct		
Week 7	Commencing 14 th Oct	Plastics and Polyfusion/ Heat based manipulation <ul style="list-style-type: none"> • Preliminary sketches and designs • Document techniques • Artist imagery to support ideas 	AO2 AO3 Sketchbook check/tutorial every 6-9 lessons

		Analysis and reflections- successes and challenges discussed (minimum Double SB page for each	
Week 8		Ceramic finishing	AO2 Sketchbook check/tutorial every 6-9 lessons
HOLIDAY – 2 weeks 21st October – 3rd November			
Holiday Work		Paper and card sculpting Micro/ macro <ul style="list-style-type: none"> • Preliminary sketches and designs • Document techniques • Artist imagery to support ideas • Analysis and reflections- successes and challenges discussed (minimum Double SB page for each • Origami x 5 	AO1 AO2 Sketchbook check/tutorial every 6-9 lessons
Week 8	Commencing 4 th November	Paper and card sampling boards x 2 (A3)	AO2 Sketchbook check/tutorial every 6-9 lessons
Week 9	Commencing 11 th November	Clay surface decoration	AO2 Sketchbook check/tutorial every 6-9 lessons
		Paper textures and translations into clay textures	AO2 AO3 Sketchbook check/tutorial every 6-9 lessons
AO2- Development of Ideas			
Week 10	Commencing 18 th November	Close up of textures x9	AO2 AO3 Sketchbook check/tutorial every 6-9 lessons
Week 11	Commencing 25 th November PC2 Progress Check Week	<ul style="list-style-type: none"> • Drawing and media refinement including watercolour, pencil crayon, acrylic, stippling and design for laser etching 	AO2 AO3 Sketchbook check/tutorial every 6-9 lessons
Week 12 Week 13 Week 14	Commencing 2 nd December Commencing 9 th December Commencing 16 th December	Translations including, relief drawings, polyfusion, clay, laser etching, paper relief work	AO2 AO3 Sketchbook check/tutorial every 6-9 lessons

HOLIDAY 21st December 2019 – 6th January 2020

AO1- Artist research			
Week 15	Commencing 6 th January	Development of Ideas Moodboard	AO1 AO2 AO3 Sketchbook check/tutorial every 6-9 lessons
Week 16	Commencing 13 th January	Mindmap- project focus Artists research x3 – How to select appropriate artists and develop these fully including	
Week 17	Commencing 20 th January		

Week 18	Commencing 27 th January PC3 Progress Check Week	Research and analysis Response to their work Drawing Development of media	
Week 19	Commencing 3 rd February	Tutorials regarding PC3 Design ideas for final outcome	AO1 AO2 AO3
Week 20	Commencing 10 th February	Final Outcome	Sketchbook check/tutorial every 6-9 lessons

HOLIDAY 17th February 2020 – 23rd February 2020

Week 21	Commencing 24 th February	Final outcome (20 hours in total)	AO4 Sketchbook check/tutorial every 6-9 lessons
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Week Commencing 2nd March Architecture and interiors project			AO1 AO2 AO3 AO4 Sketchbook check/tutorial every 6-9 lessons
PERSONAL INVESTIGATION			

Week 22	Commencing 2 nd March	Research week and Dragons Den Planning (computer room needed)	AO1 AO2 AO3 AO4 Sketchbook check/tutorial every 6-9 lessons
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Week 23	Commencing 9 th March	Dragons Den Pitches	
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Week 24	Commencing 16 th March PC4 Progress Check Week	Moodboards Mindmaps Analysis of moodboards Wow page AO3 initial Recording	
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Week 25	Commencing 23 rd March	Artist 1 development and responses (minimum of six pages)	
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Week 26	Commencing 30 th March		
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HOLIDAY 6th April 2020 – 13th April 2020

Independent work – Primary research

3D Design		
Week 27	Commencing 14 th April	Personal Investigation independent tutorial feedback
Week 28	Commencing 20 th April	
Week 29	Commencing 27 th April	
Week 30	Commencing 4 th May	
Week 31	Commencing 11 th May	
Week 32	Commencing 18 th May	

HOLIDAY 23rd May 2020 – 31st May 2020

3D		
Week 33	Commencing 1 st June	Personal Investigation individual tutorial feedback
Week 34	Commencing 8 th June	
Week 35	Commencing 15 th June	

Week 36	Commencing 22 nd June	
Week 37	Commencing 29 th June	
Week 38	Commencing 6 th July	