

Pembroke Art & Design Curriculum Map

Year 7

Colour & Cacti:

This scheme of work introduces Key Stage 3 students to core drawing, colouring, and painting techniques through the theme of cacti. The unit develops observational skills, colour theory understanding, mark-making, and tonal rendering. Using a single focused subject allows students to explore creativity in depth, strengthen technical ability, and build confidence in their artistic practice.

Fabulous Fish:

This scheme of work uses marine fish as vibrant, engaging subjects to inspire creativity. Drawing on J. Vincent Scarpace's abstract style, students explore a range of techniques and media while developing their artistic confidence. The unit also connects to science, geography, and literacy, creating a rich, cross-curricular learning experience.

Year 8

Day of the Dead

This project introduces students to the cultural traditions of *Día de los Muertos* (Day of the Dead), focusing on its visual language of symbolism, colour, and celebration of memory. It provides opportunities for cross-cultural understanding and respect, while embedding practical skills in ceramics.

Incredible insects

This project uses insects as the central inspiration for developing observational drawing, mixed-media artwork, and 3D felted sculptures. Students explore a range of techniques while drawing influence from artists such as Natalie McIntyre, William Morris, and the Felt Mistress. The unit encourages creativity, technical skill, and imaginative interpretation through both two- and three-dimensional outcomes.

Year 9

Food Glorious Food:

This project uses food as a visually rich and engaging theme, enabling students to explore still life, commercial art, and packaging design while building strong foundations for GCSE Art & Design. Inspired by artists such as Georgina Luck, Joel Penkman, Lucy Sparrow, and Andy Warhol, the unit encourages creativity, technical skill, and an understanding of both traditional and contemporary approaches to food-based artwork.

Architecture:

This project uses architecture as a real-world context for developing and extending drawing and design skills. Students explore perspective, proportion, scale, and translation, strengthening the connection between maths and art. Inspired by John Piper, Sunga Park, and Lucy Jones, the unit encourages creative interpretation alongside technical accuracy.

Year 10 – Fine Art

Tools and Texture

This project explores tools as a creative starting point, inspired by the expressive and bold work of Jim Dine. Students develop observational drawing skills, experiment with mixed media, and investigate how everyday objects can be transformed into powerful artistic subjects. The unit encourages confident mark-making, personal interpretation, and an appreciation of how Dine elevates simple tools into iconic artworks.

Natural Form

This project explores the natural world as a source of artistic inspiration, encouraging students to develop observational drawing, pattern exploration, and expressive mark-making. Influenced by the organic forms of Georgia O'Keeffe, the bold surface designs of Mindy Schumacher, and the rhythmic patterns of Peter Randall-Page, students experiment with scale, abstraction, and mixed media. The unit promotes creativity, technical skill, and a deeper appreciation of nature's visual complexity.

Year 10 - Photography

Architecture:

This Scheme of Learning explores Architecture and Urban Photography, encouraging Year 10 students to investigate urban environments through photography, artist research and experimental techniques. Inspired by the work of Ted Van Cleave, Sven Pfrommer and Ian Murphy, students develop photographic, analytical and digital editing skills through location photography, image manipulation, printmaking and mixed-media processes. The project supports GCSE Assessment Objectives by promoting investigation, experimentation, recording and personal response, culminating in refined outcomes.

Portrait Photography:

This Year 10 photography project focuses on portraiture, introducing students to both technical and creative approaches to photographing people. Drawing inspiration from David Bailey, Bruno Del Zou, Ian Rankin, and Julian Opie, the unit explores lighting, composition, identity, and stylistic interpretation. Students develop confidence in directing subjects, using camera settings purposefully, and creating portraits that communicate character and mood.

Year 11- Fine Art & Photography

Personal Study

This project enables students to produce a sustained, personal body of work that meets all four GCSE Art Assessment Objectives (AOs 1–4), contributing 60% of their final grade. It strengthens their ability to investigate, refine, and present creative ideas independently, providing essential preparation for the Externally Set Assignment (ESA) and future creative study. Possible project titles include **Flora and Fauna, Fragments, Narrative, Objects, or Light and Dark.**

ESA:

As above, but with titles set by the exam board and it equates to 40% of students final grade.