

Curriculum Purpose Statement – Art and Design.

The central objective of the Art and Design department is to educate students to appreciate and interpret what they observe, communicate what they think and feel, and to be able to create what they imagine. Providing a high-quality art and design education should engage, inspire, challenge and equip students with the knowledge and skills in preparation for further studies and employment in the creative industries.

Firstly, we hope that students will view Art and Design as a fun and interesting subject. We aim to develop a students' imagination, creativity and ideas, increasing proficiency in their execution. They should develop a critical understanding of the relevance of artists, architects and designers, through art history and their influence on how they shape culture and change.

Students should continually investigate and experiment with different methods of working and be able to use a range of techniques to record their observations in sketchbooks, journals and other media. We aim to provide students with the understanding of how to use their knowledge of artists, awareness of materials, techniques and processes to think of, generate and refine own ideas

Finally, it is our aim that students continuously develop skills such as evaluating, analysing, and visually communicating their ideas to equip them for short term success in exams but also longer-term success in the world of employment.

We want our students to have the confidence to experiment, explore and immerse themselves in the creative process. We want students to be able to reflect critically on their own work and the work of others developing a more rigorous understanding of art and design. They should know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

By the end of KS3 students will:

- 1a)** Have experiences in drawing, painting, sculpture and other art, craft and design techniques in order to build on basic skills.
- 1b)** Be able to start exploring their ideas and recording their experiences using a variety of different methods.
- 1c)** To know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.
- 1d)** To be able to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or application of their work

Have had a positive and enjoyable experience that will result in many opting to study GCSE in Art and Design.

By the end of KS4 students will:

- 2a) Becoming more independent by building on artistic confidence through a more in- depth investigation of materials, techniques and processes.
- 2b) Undertaking a more independent study of art and design identifying and comparing key artists and designers to inform the generation of own ideas.
- 2c) Start to make insightful and qualified judgments in their annotations which enables them to reinforce their understanding on the way the artists' work.
- 2d) Have experienced Art and Design in the real world through visiting museums, galleries and places of artistic influence, furthering their cultural understanding.

Have had a positive experience and build confident and professional relationships with staff providing a strong foundation for further study at A-level

By the end of KS5 students will:

- 3a) Have taken the opportunity to choose a topic and theme of personal interest in their coursework and developed independent research skills.
- 3b) Develop vital higher-level technical skills needed to gain the best grade possible, and use these skills in a structured and analytical manner to produce high quality outcomes.
- 3c) Through a vigorous breadth and depth of students will be able to make more insightful and qualified judgments.

Have had a positive experience and built confident and professional relationships with staff which enables them to communicate with adults in a confident manner. This hopefully will equip them for the demands of university or the world of work.

Have experienced Art and Design in the real world through visiting museums, galleries, places of artistic influence university experiences, furthering their cultural understanding and equipping students for the creative industries.