

Statement of Intent Art and Design

The impact of Art and Design in our academy is developing and broadening the young minds of our students. We deliver fine art skills, design skills, knowledge of the History of Art, aesthetic skills, 3D skills particularly sculpture and ceramics, hand to eye co-ordination, health and safety, facilitated learning, confidence, Photoshop, management skills, life skills and working independently. We have expanded our facilities and skills taught with the inclusion of etching and pottery. The core skills of English and Maths are applied to problem solving, designing, construction and annotation in the form of key vocabulary and artists' research.

Powerful Knowledge in Art and Design

Art and Design is a valued skill and leads to a variety of inspirational career pathways, including Fine Artist, sculptors, illustrator, teacher, designers (product design, interior design, theatre, fashion, games design, 3D design, and graphics) plus tattoo artist, architect, photographer, ceramicist and jewellery making. Developing aesthetic skills raises the confidence and independence of students including the less able. It has value as therapy as it improves fine motor skills and develops useful life skills. With the delivery of our Art courses, the current Labour Market trends and the development of our careers provision, we are using Art and Design to help the students gain important skills and choose their desired pathway. The skills learned in Art and Design support many Design industry and employment types vocationally and academically.

The Art and Design course will help the students:

- Understand and explore a range of job roles within the many types of Art and Design skills to develop a range of transferable skills.
- Demonstrate effective and aesthetic skills by planning, preparing and using a variety of Art equipment, techniques and materials.
- Develop knowledge and understanding of problem solving, research and design
- How to design or improve products
- Understand the economic, environmental, ethical, and socio-cultural influences inherent in the History and Art, that influence art and artists.
- Improve fine motor skills, aesthetic judgement and to improve the quality of life.
- Discover pathways to college and university courses related to Art and Design.

Curriculum features KS3

Year 7

- Baseline Testing.
- Key Skills
- Mark Making and Tone.
- The Formal Elements.
- Identity/Self Image.
- Perspective Colour Wheel

Year 8

- Perspective and Building in Art. This unit builds on prior learning and develops further the use of perspective in Art.
- Buildings in Art/Hundertwasser. This unit will explore and research the work of the Austrian artist and architect Hundertwasser, green issues and eco-design.
- Buildings in Art/Hundertwasser. Exploring 3-dimensional work and ecology including relief and Card Construction techniques using collage, working with mixed media and recycled materials.

- Cubism. Students will research the art movement Cubism and its use of multiple viewpoints. They will gain an understanding of the History of Art, further drawing skills and experimental collage. Picasso/ the Spanish Civil War. Students will study the famous Spanish artist Pablo Picasso and some of his later works based upon the Spanish Civil war make links with modern conflicts and explore Symbolism and Composition.

Year 9

- Fish/ Printing. This unit introduces Year 9 to further skills development and the Assessment Objectives requirements for an Art and Design GCSE, including Recording (AO3), Development of ideas (AO2), making and transferring a design (AO2), printing (AO2) and annotation.
- POP/ Photoshop
This unit introduces Year 9 to the concept of an art movement and researching associated artists. The use of photography, development with Photoshop, and the Assessment Objectives requirements for an Art and Design GCSE. Researching Artists. Lichtenstein and Warhol (AO1)
- Clay/Basic Slab Building/ Pot Structure. Students will continue to develop an awareness of relief, 3D and basic clay techniques in this introduction to ceramics.

Curriculum features KS4

Students build on prior knowledge to:

Demonstrate specialist and appropriate aesthetic knowledge in the planning and delivery of artwork. Also, effective and **safe** working skills in an art room environment.

Develop knowledge and understanding of aesthetics, career pathways, greater independence and responsibility, planning a piece of art and using the appropriate art media and tools.

Understand the relationship between art, art history and social developments. How to plan a piece of art and gradually become independent learners; design a product (ceramics, prints) and construction skills. Students learn Fine Art skills, classical painting and drawing skills, clay and ceramics, design and construction skills.

Why study Art and Design?

Can lead to careers in:

- Fine artist
- Illustrator
- Print maker
- Photography
- Tattoo artist
- Games Design
- Sculptor
- Ceramicist
- Architecture
- Interior design
- Theatre design
- Fashion
- Jewellery
- 3D design

- Product design
- Teacher