

PERFORMANCE AND PARTICIPATION : ART



Team Leader (Performance and Participation): Mr T Warren
Programme Leader (Art): Mrs D Glover

ART & DESIGN

Aims:

- To help each student be able to use Art and Design as a form of communication to express their ideas and feelings
- To enable each person to become visually literate, understanding the messages in the visual world around them.
- To increase each person's sense of self-worth and confidence through a developing ability to produce high quality artwork
- To help each person become aware of the world of Art and Design outside school
- To help each person gain a knowledge of the Art of other cultures and historical periods

Resources:

- The Art Department has a large book library and every room has a large screen, data projector and interactive whiteboard.
- The Department has a wide range of materials and processes at its disposal, including clay work, mono and lino and screen printing facilities, collage, paint, drawing and construction materials.
- The Department uses Art packages on the computer network.

Coursework/Homework:

- At Key Stage 3, homework projects are set once a term or similar tasks set fortnightly, usually to be done in the student's sketchbook.
- Thirty minutes should be spent on Art homework.
- At Key Stage 4, homework takes the form of continuing the coursework projects being done in class and in research for critical studies, and is set once a week, with two homework projects set over the course.
- 1 ½ - 2 hours per week should be spent on Art homework.
- Students will benefit from access to their own art supplies to assist in the completion of their GCSE Art homework

Special Educational Needs:

Each person works to their own potential and the syllabi are designed to bring out each individual's strengths and artistic preferences.

KEY STAGE 3: YEARS 7, 8 and 9

Course:

The Year 7 and 8 students follow a course based on the requirements of the National Curriculum, to include:

Knowledge, Skills and Understanding:

Students are encouraged to develop their ideas through a series of studies, including experiments with different media, and close drawing from observation of reality, culminating in the production of a highly original final piece. Students look at the work of other artists both contemporary and from the past and at other cultural practices and assess their relevance to their own work.

Year 7

The projects currently taught are Portraiture, Natural World and Architecture

- The aim is to ENTHUSE and INFORM
- BROADEN a pupil's knowledge and understanding of artists/designers/crafts
- ENGAGE pupils through activities and development of skills and techniques.
- In year 7 use artist/designer/craft folk that supports the development of creative thinking with an emphasis on OBSERVATIONAL skills wherever possible.
- ENCOURAGE the use of a sketchbook as a place to develop and explore creative ideas.

Assessment

Students are assessed against the Age Related Expectation levels of DOYA, **Deepening, On Track, Yet to be on Track, At** an earlier Stage of their learning journey.

Year 8

The projects currently taught are Manufactured World, Creatures and Characters and Environment

- RESPOND to creative stimuli, work towards an individual outcome.
- Build on and develop pupils' skills and techniques with a range of materials.
- In year 8 use artist/designer/craft folk with an emphasis on the development of IMAGINATIVE skills wherever possible.
- ENCOURAGE the use of a sketchbook as a place to develop and explore IMAGINATIVE creative ideas. Work towards independent creativity.

Assessment

Students are assessed against the Age Related Expectation levels of DOYA, **Deepening, On Track, Yet to be on Track, At** an earlier Stage of their learning journey.

Year 9 GCSE Fine Art

GCSE Fine Art is now started in Year 9. In Year 9 students will explore a variety of materials, techniques and processes through a range of mini projects. Students will then follow the same structure as Years 10 and 11, please see below.

- Build and develop pupils' skills and techniques with a range of materials.
- Use artist/designer/craft work with an emphasis on the development of EXPRESSIVE skills wherever possible.
- ENCOURAGE the use of a sketchbook as a place to develop and explore expressive creative ideas. Work towards independent creativity.
- Demonstrate emerging skills of JUDGEMENT and EVALUATION, make links between the work of others and own work.

Assessment:

Takes place through regular marking and assessment against the GCSE Assessment Objectives (AO1, AO2, AO3 and AO4) basis, culminating in termly evaluations, GCSE Levels and feedback, targets and comments.

Student Groupings:

All years are taught in mixed-ability groups.

KEY STAGE 4: YEARS 10 and 11

GCSE Fine Art

What will you learn in Years 10 and 11?

At GCSE level students are encouraged to be independent in their learning through a series of structured projects that gradually hand over responsibility to the student for ideas, processes and outcomes. A wide range of media, techniques and processes are explored; allowing our students to become fluent in the necessary visual language of art and design.

To be successful students will have to demonstrate skills in the following areas.

AO1- Develop ideas through investigations, demonstrating critical understanding of sources.

AO2 - Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.

AO3 - Record ideas, observations and insights relevant to intentions as work progresses.

AO4 - Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.

Homework is a minimum of two hours per week, which will either be a specific set task or refining and developing existing work.

Assessment:

The course is divided into two components:

- Component One (60%) Coursework portfolio
- Component Two (40%) Externally set assignment, a project set by the exam board with the final piece of artwork created in 10 hours (2 days) of exam time