

CURRICULUM OVERVIEW **KS3 ART**

Purpose of the Curriculum

Art and design embodies some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

KEY LEARNING OBJECTIVES

Pupils will be taught to develop their creativity and ideas, and increase proficiency in their execution. They should develop a critical understanding of artists and designers, expressing reasoned judgements that can inform their own work.

Pupils will learn to use a range of techniques to record their observations as a basis for exploring their ideas. They will learn to use a range of techniques and media, including drawing and painting to increase their proficiency in the handling of different materials.

Students will learn to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work.

They will learn about the history of art, craft, design, including periods, styles and major movements from the past up to the present day. They will learn the importance of cultural capital focusing on British art and its world influence.

Students will be constantly assessed each lesson formatively but summatively as each project reaches an outcome. Students in year 7 will be initially assessed on a drawing task. Drawing is high on the agenda within the art and design national curriculum so it's vital that skills are taught and embedded.

CURRICULUM OVERVIEW *(subject)*

KEY CONCEPTS

Creativity

Producing imaginative images, artefacts and other outcomes that are both original and of value. Exploring and experimenting with ideas, materials, tools and techniques. Taking risks and learning from mistakes.

Competence

Investigating, analysing, designing, making, reflecting and evaluating effectively. Making informed choices about media, techniques and processes.

Cultural understanding

Engaging with a range of images and artefacts from different contexts, recognising the varied characteristics of different cultures and using them to inform their creating and making. Understanding the role of the artist, craftsperson and designer in a range of cultures, times and contexts.

Critical understanding

Exploring visual, tactile and other sensory qualities of their own and others' work. Engaging with ideas, images and artefacts, and identifying how values and meanings are conveyed. Developing their own views and expressing reasoned judgements. Analysing and reflecting on work from diverse contexts.

SEQUENCE OF LEARNING

In what order will pupils learn them (Key Objectives and Key Concepts) and why?

Overarching statement that states why the work is sequenced in order you have chosen eg begin with XXX in order to go on to XXX.

Bullet points will do.