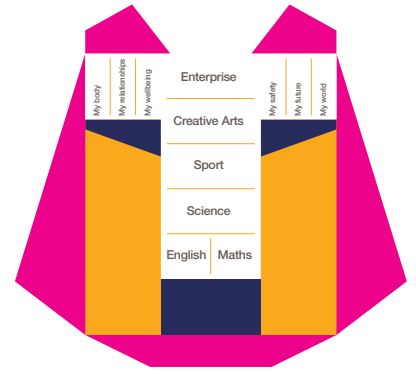


Art and Design



Our 'Art and Design' curriculum has three steps.

Build

In the 'Build' stage students will build knowledge of basic art and design skills, including a range of different media and techniques. Students will gain understanding of basic colour theory and how to apply it to create artworks that explore complementary and harmonious colours. Students will also explore how artists create their work and go on to create their own 'response' to their work. Students following the 'Build' curriculum will experience materials such as; clay, colouring pencils and paint

Grow

At the 'Grow' stage, students will begin to develop their ideas around how they can use artists to influence their work and will begin to explore the process involved in developing and creating a final piece of artwork that is inspired by a chosen artist. Students will expand their knowledge and skills in using a range of materials, including, paint, colouring pencils, tonal pencils and clay.

Launch

By the time students reach the 'Launch' stage they should be confident in how to respond to artist and the process involved in developing a project from a starting point to a final piece. Progress Schools curriculum for "Art and Design" aims to ensure that all students:

- Develop knowledge of the visual elements in art and how they are applied
- Gain understanding of colour theory including complementary, harmonious and warm and cold colours
- Be able to react and research a range of artists and formulate ideas from them
- Are able to develop a project from a single starting point
- Are able to produce a piece of artwork that realises intentions

Build

The knowledge and skill to:

- › Knowledge of colour theory including harmonious, complementary and warm and cold colours to develop understanding of colour theory is applied to artwork
- › Knowledge of the visual elements of art and how to apply it when analysing artists and artwork
- › Knowledge of artists that explore the visual elements of colour and pattern and how to apply that to own artwork to develop interesting outcomes Knowledge on how to create artwork that explores harmonious, complementary and warm and cold colours and how colour theory can change the look and mood of a piece of artwork
- › Knowledge in using paint, pencil, chalk, oil pastels and clay in order to develop skills in a range of art techniques and processes
- › Knowledge of the health and safety factors when using clay and glazes to be able to work with 3D materials successfully and safely
- › Knowledge on how to use sculpting tools and shaping and joining techniques to produce an effective piece of clay work that shows skill
- › Knowledge of the fauvism art movement and the artists involved in it to help gain an understanding of how history can influence artists and their work
- › Knowledge on how to create a piece of work inspired by an artist or art movement to be able to show how artists can influence pieces Knowledge on gridding and how it can be used to develop skills in accuracy

Grow

The knowledge and skill to:

- › Knowledge of facial proportions to help aid accuracy of drawing faces and portraits
- › Knowledge of secondary and primary sources and how to use them successfully to produce effective art pieces Developed skill and knowledge on how to create effective tonal drawings and how to use tonal pencils effectively in order to create pieces with effective shadows, highlights and mid tones
- › Knowledge of the pop art movement and the artists involved in it to help gain an understanding of how history can influence artists and their work
- › Knowledge on how to create a piece of work inspired by and artist or art movement to be to show how artists can influence starting points and final pieces
- › Knowledge of what a good leader might look like and how a positive role model can influence the reactions and behaviour of an individual
- › Knowledge of the difference between a caricature and a cartoon to help develop understanding on how to use line and colour to affect the outcome of a piece Developed knowledge of clay, glaze and the health and safety factors involved in order to develop further understanding of 3D materials, techniques and processes
- › How to develop a final piece through the use of; research, collage, sketches and annotations in order to explain through processes and ideas effectively
- › Knowledge on creating a mood board that explores and communicates initial ideas effectively and develops skills in communication, experimentation and refinement
- › Knowledge of mixed media and how to combine them into a piece of artwork successfully to show understanding of how to combine media effectively
- › Knowledge and skills in a range of different materials, including; clay, chalk and charcoal, oil pastels, fine liners colouring pencils and paint and the ability to select the more effective media for a specific piece of artwork
- › How to present work in a way that is effective and pleasing to develop skills in presentation and communication through 2D processes

Launch

The knowledge and skill to:

- › The ability to select specific art movements and artists relevant to a starting point to show understanding of how history can influence artists and their work
- › Knowledge on how to apply colour theory to a piece of work in order to experiment with changes in the mood or tone of a piece
- › Knowledge of how to scale up or down using gridding or use reference images to develop skills in accuracy on a range of paper sizes
- › Developed skills in tonal pencils, mark making, paint, printing techniques and any other relevant art processes
- › Ability to develop a final idea from a single starting point in order to show thought processes and understanding
- › Knowledge on a range of printmaking processes including; mono printing, lino printing and press printing and how they could be used to develop ideas and final ideas
- › Knowledge of health and safety practices when using a range of tools and art and design processes to ensure pieces are created in a safe environment
- › Knowledge on how to develop a product or piece of work that is appealing to an audience in order to develop skills in evaluation and refinement
- › Knowledge on how to create mood boards that explain ideas through the use of images, research and annotations to develop skills in communication and refinement The ability to reflect of own and others work and decide improvements and development points to gain skills in evaluating as well as providing and receiving feedback
- › The ability to present work in a way that is effective and explains thinking processes to develop skills in communication and development
- › Knowledge on how to develop a product from a starting point in order to be able to develop and build on previous knowledge
- › Knowledge on how to interpret and understand a brief from a client to gain understanding on professional working processes within the creative industry