

## Curriculum Intent

The Art and Design curriculum at My Online Schooling is designed to inspire personal expression, cultural understanding, and creative practical responses. It promotes imaginative critical thinking to engage and challenge, to experiment with and create their own works of art, craft and design. Pupils will progress to become equipped with the knowledge and skills to investigate, analyse and evaluate a range of creative outcomes from the past and present. These skills will not only support and encourage wellbeing, but enable pupils to fulfil their goals and contribute as confident global citizens.

Our Design and Technology curriculum is inspiring and practical, stimulating creativity and imagination, where pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Throughout the course pupils acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing, and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising, and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world.

## Implementation

Within Art and Design and Technology there are several elements that are common to both subjects such as visual communication, the development and generation of design ideas, the use of digital imagery and manipulation, the production of 3D objects, and experimentation with materials.

Art and Design and Technology are both very 'hands on' subjects which provide excellent opportunities for individual work and collaboration. Pupils will experience regular workshops across a range of media including paint, collage, pastels and clay, in addition to teacher demonstrations of techniques including construction, mechanisms, textiles, photomanipulation and packaging. Our pupils will also have the opportunity to engage with a range of extra-curricular activities, including The Big Draw Festival, international competition entries and a range of additional creative workshops.

### Key Stage 3

Art	
Year 7	Food, Modern Myths & Fairytales, Insects, Formal Elements, Colour, Observational Drawing, Mark-Making, Pattern, Paper Engineering and Painting.
Year 8	Architecture, Sea Life, Machinery, Steampunk, Observational Drawing, Mixed Media, Perspective, Composition, Photomanipulation and 3D Construction.
Year 9	Figure & Movement, Identity, Natural World, Mark-Making, Advanced Observational Techniques, Sculpture, Scale and Proportion, Composition, and Wire-Frame Construction.

Design & Technology	
Year 7	Monograms & Typography, Sustainability & Environment, Fairtrade Packaging, History of Design, Isometric & Orthographic Drawing, Hand-Drawing Techniques, Tessellation, Weaving, Logo Design and 3D Mock-Ups.
Year 8	Branding & Packaging, Materials & Mechanisms, Conceptual Game Design, Typography, Design Psychology, Logo Design, Construction Techniques, Purposes of Packaging, Materials and Simplification, ICT and Photomanipulation.
Year 9	Logo Styles & Branding, Biomimicry, Textiles & Fashion Design, Design Psychology, Typography Manipulation & Branding, Architecture, Fabrics, and ICT Design.

### Key Stage 4

The Silver Arts Award is a Level 2 qualification on the Regulated Qualifications Framework (RQF) and is designed for ages 14+. Arts Awards range across any area of the arts from fashion to poetry, rapping to dancing, sculpture to film. Pupils can be an artist or performer or develop their skills in essential roles such as marketing or stage management. In Year 10, pupils cover Arts Practise, then progress onto Arts Leadership in Year 11.

### Impact

#### Key Stage 4

Art		
Exam board	Trinity College Silver Arts Award	
Structure	Evidence based portfolio	
Silver Arts Award	Portfolio internal and external moderation	<ol style="list-style-type: none"> <li>1. Identifying and planning an arts challenge</li> <li>2. Implementing and reviewing their arts challenge</li> <li>3. Reviewing arts events/experiences and sharing their views</li> <li>4. Researching future opportunities and careers in the arts</li> <li>5. Identifying a leadership role and planning a leadership project</li> <li>6. Planning the practical issues</li> <li>7. Being an effective arts leader</li> <li>8. Working effectively with others</li> <li>9. Reviewing their project and the development of their leadership skills</li> </ol>

## Department

Teacher	Role
Rachel Adams	Head of Art & Design, Teacher of KS3 Art, KS3 Design Technology, KS4 Silver Arts Award
Carlie Down	Teacher of KS3 Art, KS3 Design Technology
Kate Vroharis	Teacher of KS3 Art, KS3 Design Technology
Emily Welham	Teacher of KS3 Art, KS3 Design Technology, KS4 Silver Arts Award