

HOLLAND PARK SCHOOL

ART

SUBJECT LEADER MS OLIVIA BURLEY
olivia.burley@hollandparkschool.co.uk

CURRICULUM INTENT STATEMENT

The Art curriculum at Holland Park school endeavours to engage, inspire and challenge students, equipping them with the knowledge and skills to experiment, invent and create their own work. Schemes of work are based on the National Curriculum and linked to topics to ensure a well-structured, sequential approach to learning. During their time at Holland Park, students' will become proficient across a range of artistic disciplines, including drawing, painting, sculpture and mixed media processes, utilising these skills to experiment and create work, which is ambitious in nature and demonstrates creative risks and genuine discovery. Each unit of study is rooted in contextual and conceptual links, allowing students to fluently discuss and reflect on the work of artists and a range of artistic movements to aid their creative development and critical understanding.

Our Art curriculum is underpinned by three core principles: Technical skill, Exploring materials and Critical understanding. These concepts are the 'big ideas' that shape our students' thinking within the subject. The same core concepts are explored and revisited in each unit of work in every year group, ensuring the gradual progress of artistic skills and subject knowledge.

KEY STAGE THREE OVERVIEW | The KS3 art curriculum is designed to develop a foundation whereby students can confidently record and experiment in a range of materials and evaluate and analyse creative works using the language of art, craft and design, creating the building blocks of a smooth transition to KS4 and 5 level. The curriculum has been designed to allow for key skills, knowledge and techniques to be revisited over the two years in a series of different methods, to build upon what has been learnt and to ensure this is fully embedded. Each year 24 students enter the school through art aptitude and such students contribute strongly to the high profile of art in school.

Year 7: The emphasis on students' experience of Art and Design through Year 7 is to gain a key understanding, knowledge and skills and techniques inspired by the work of artists, artistic movements and cultures. The act of drawing: to observe and record is the foundation of all artistic expressions and it is there, that year 7 students begin to develop their understanding of different materials and techniques in 2 and 3 dimensions.

Year 8: The emphasis on students' experience of Art and Design through Year 8 is to build upon knowledge, understanding, skills and techniques gained throughout Year 7, developing a greater sense of individuality and experimentation. Students continue to explore and refine their skills in a range of materials and techniques including, drawing, painting, sculpture, printmaking and mixed media informed by the work of artists both contemporary and traditional. By the end of KS3 students will have been exposed to a broad range of materials, techniques and processes to support their transition to KS4.

KEY STAGE 4 OVERVIEW | Our Key Stage 4 curriculum (year 9, 10 and 11) enables students to refine their skills in a broad range of materials and techniques to develop a rich and in-depth understanding of artistic practices, broadening students' creative thought.

Students will create a sustained project developed in response to a subject, theme, task or brief evidencing the journey from initial engagement with an idea(s) to the realisation of intentions. This will give students the opportunity to demonstrate, through an extended creative response, their ability to draw together

different areas of knowledge, skills and/or understanding from across their course of study. Each unit is rooted in contextual and critical understanding of the work of artists to inform their personal work.

The course begins with an introductory foundation unit 'Growth and Evolution', which explores a range of materials, techniques and skills to equip students with the understanding and expertise to embark on their personal project of their choosing. Over the span of the year, students will have the opportunity to explore drawing, painting, sculpture, installation, photography, installation and mixed media processes. Students also gain skills in presentation as well as an understanding of visual language, deconstructing images and building confidence with open discussions and creative thought. Our Key Stage 4 curriculum (year 9, 10 and 11) enables students to refine their skills in a broad range of materials and techniques to develop a rich and in-depth understanding of artistic practices, broadening students' creative thought.

Students will create a sustained project developed in response to a subject, theme, task or brief evidencing the journey from initial engagement with an idea(s) to the realisation of intentions.

This will give students the opportunity to demonstrate, through an extended creative response, their ability to draw together different areas of knowledge, skills and/or understanding from across their course of study. Each unit is rooted in contextual and critical understanding of the work of artists to inform their personal work.

The course begins with an introductory foundation unit 'Growth and Evolution', which explores a range of materials, techniques and skills to equip students with the understanding and expertise to embark on their personal project of their choosing. Over the span of the year, students will have the opportunity to explore drawing, painting, sculpture, installation, photography, installation and mixed media processes. Students also gain skills in presentation as well as understanding of visual language, deconstructing images and building confidence with open discussions and creative thought.

This component allows students opportunities to:

- develop and explore ideas
- research primary and contextual sources
- experiment with media, materials, techniques and processes
- present personal response(s) to theme(s) set by the centre

Develops transferable skills – students will learn to:

- apply a creative approach to problem solving
- consider and develop original ideas from initiation to realisation
- analyse critically their own work and the work of others
- express individual thoughts and choices confidently
- take risks, experiment and learn from mistakes.

This GCSE Art and Design qualification requires students to:

- actively engage in the creative process of art, craft and design in order to develop as effective and independent learners, and as critical and reflective thinkers with enquiring minds
 - develop creative, imaginative and intuitive capabilities when exploring and making images, artefacts and products
 - become confident in taking risks and learn from experience when exploring and experimenting with ideas, processes, media, materials and techniques
 - develop critical understanding through investigative, analytical, experimental, practical, technical and expressive skills
-

- develop and refine ideas and proposals, personal outcomes or solutions with increasing independence
- acquire and develop technical skills through working with a broad range of media, materials, techniques, processes and technologies with purpose and intent
- develop knowledge and understanding of art, craft and design in historical and contemporary contexts, societies and cultures
- develop an awareness of the different roles and individual work practices evident in the
- production of art, craft and design in the creative and cultural industries
- develop an awareness of the purposes, intentions and functions of art, craft and design in a variety of contexts and as appropriate to students' own work
- demonstrate safe working practices in art, craft and design.

Key Stage 4 Examination

Coursework component 1 constitutes to 60% of the overall Fine Art GCSE qualification. The examination portfolio (component 2) is worth 40% and is in response to a theme set by the examination board.

Due to Covid measures component 2 has been removed for academic year 2021/22

<https://qualifications.pearson.com/en/qualifications/edexcel-gcses/art-and-design-2016.html>

Areas of study:

Work must demonstrate integrated knowledge, understanding and skills. Work is not limited to one area of study and students could develop work in at least one of the following areas of study, such as those listed below: drawing, installation, lens/light-based media, mixed media, land art, printing, painting, sculpture.

KEY STAGE 5 OVERVIEW | The KS5 programme of study encourages individuality and original creative expression. Students will study contemporary and historical artists and movements within a stimulating and challenging studio environment. Students will learn how to undertake complex and ambitious creative tasks covering a broad range of creative skills. Students are assessed on the same four assessment objectives as in the GCSE course, but in a more in-depth and advanced approach. This enables students to revisit, apply and extend prior knowledge of the artistic process to create well-developed, personal outcomes. The A-Level course offers the chance to develop your work in a variety of different materials and processes including: painting; drawing; sculpture; installation; etching, screen printing, monoprinting, photography and film. This component allows students opportunities to generate and develop ideas, research primary and contextual sources, record practical and written observations, experiment with media and processes, and refine ideas towards producing personal resolved outcome(s).

The coursework consists of 3 sketchbooks responding to internally set themes. In the past these themes have been 'Inside/Outside'; 'Freedom and Limitations' and 'Encounters'. The examination portfolio is in response to a theme set by the examination board.

The aims and objectives of the Pearson Edexcel Level 3 Advanced GCE in Art and Design are to enable students to develop:

- intellectual, imaginative, creative and intuitive capabilities
 - investigative, analytical, experimental, practical, technical and expressive skills, aesthetic understanding and critical judgement
 - independence of mind in developing, refining and communicating their own ideas, their own intentions and their own personal outcomes
 - an interest in, enthusiasm for and enjoyment of art, craft and design
 - their experience of working with a broad range of media
 - an understanding of the interrelationships between art, craft and design processes and an awareness of the contexts in which they operate
 - knowledge and experience of real-world contexts and, where appropriate, links to the creative industries
 - knowledge and understanding of art, craft, design and media and technologies in contemporary and past societies and cultures
-

- an awareness of different roles, functions, audiences and consumers of art, craft and design.

Overview of assessment

Incorporates three major elements: supporting studies, practical work, and a personal study.

- Supporting studies and practical work will comprise a portfolio of development work and outcomes based on themes and ideas developed from personal starting points.
- The personal study will be evidenced through critical written communication showing contextual research and understanding in a minimum 1000 words of continuous prose, which may contain integrated images. The personal study comprises 12% of the total qualification and is marked out of 18.

Key Stage 5 Examination

Coursework is worth 60% of overall A Level. Students will also write a 3000 word personal investigation to support their practical work. The examination portfolio is worth 40% and is in response to a theme set by the examination board.

Due to Covid measures component 2 has been removed for academic year 2021/22

<https://qualifications.pearson.com/en/qualifications/edexcel-a-levels/art-and-design-2015.html>

<https://qualifications.pearson.com/content/dam/pdf/A%20Level/Art%20and%20Design/2015/specification-and-sample-assessment-materials/GCE-A-level-Art-and-Design-specification-Issue-4.pdf>

Areas of study:

Work must demonstrate integrated knowledge, understanding and skills. Work is not limited to one area of study and students could develop work in at least one of the following areas of study, such as those listed below: drawing, installation, lens/light-based media, mixed media, land art, printing, painting, sculpture.
