

Art and Design Programme of Study Albany Academy

ART AND DESIGN PROGRAMME OF STUDY	
Prior Learning: KS3	Pupils should be taught to develop their creativity and ideas and increase proficiency in their execution. They should develop a critical understanding of artists, architects and designers, expressing reasoned judgements that can inform their own work. Pupils should be taught: - to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas - to use a range of techniques and media, including painting - to increase their proficiency in the handling of different materials - to analyse and evaluate their own work, and that of others, to strengthen the visual impact or applications of their work - about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.
KS4	Based on the AQA GCSE Assessment Objectives (AOs)
AO1: Develop	Develop ideas through investigations, demonstrating critical understanding of sources. Skills with contextual references embedded into work to ensure: - Understanding of sources that inform their creative intentions - Understanding of visual concepts - Students must know and understand how sources inspire the development of ideas - Gain knowledge of the work and approaches of artists, craftspeople from contemporary and/or historical contexts, periods, societies and culture

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	- Understand the influence on art of contemporary and/or historical environments, situations or issues - Understand different purposes, intentions and functions of art, craft and design in a variety of contexts (Artists, concepts, contexts, societies, cultures, environments and situations to be determined at site level in response to site curriculum and individual student need)
AO2: Refine	Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processed. • Practical experience of working in 2D/3D in a range of media and materials including digital media • Understanding and application of techniques • Understand characteristics, properties and effects of using different media, materials, techniques and processes to illustrate intentions
AO3: Record	Record ideas, observations and insights relevant to intentions as work progresses. • Understanding of visual language • Use visual language to communicate personal ideas • Understand the formal elements – colour, line, form, tone, texture
AO4: Present	Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. • Reflect critically upon their creative journey and its effectiveness



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	• Understand ways in which meanings, ideas and intentions can be communicated through visual and tactile language
Subsequent learning	<i>Post 16+</i> This programme of study is designed to allow progression within GCSE Art, Craft and Design and to support continuation and potential entry for GCSE Art, Craft and Design at dual placement homeschools, potentially leading to AS and A Level Art and Design, Level 2 and Level 3 qualifications in Art and Design or other vocational qualifications.