Art and Design – Programme of Study KEY STAGE 3					
	_ ·	Pupils improve their maste		Pupils recorded their observations and use	Pupils learn about great
KEY STAGE 2		techniques, including drawing, painting and sculpture with a range of materials [for example, pencil,		them to review and	artists, architects and designers in history.
		charcoal, paint, clay]		revisit ideas	designers in miscory.
STAGE 3	techniques to record their	Pupils use a range of techniques and media, including painting	Pupils increase their proficiency in the handling of different materials	Pupils analyse and evaluate their own work, and that of others, in order to strengthen the	Pupils learn about the history of art, craft, design and architecture, including periods, styles
Curriculum	other media as a basis for			visual impact or	and major movements
	exploring their ideas			applications of their work	from ancient times up to the present day.
Knowledge/Skills	range of different techniques to record their observations in different	Pupils will be taught the range of media available to use and the different skills and techniques associated with them  Painting Dry materials Collage Mixed media Batik Screen printing Mask making	available to them proficiently.  • Experimentation,	to improve the outcome of their work and that of others through effective use of analysis and evaluation  • Reflect on own work and progress	deeper understanding of specific artists, designers

Taught content: KS4 progression

**Taught content:** The 5 strands slot under the KS4 Assessment Objectives for most Exam boards.

AO1 – Develop (strand 1 and 5) AO2 – Refine (Strand 2 and 4) AO3 – Record (Strand 3) and AO4 – Present (There is no curriculum strand for this, however, in all projects there is development of ideas and a final outcome)

With this principle pupils are developing the ability to meet the assessment objectives successfully move on to KS4.

The formal elements of art and key terminology are delivered to pupils through a range of topics. The topics encourage pupils to work both independently and as part of a group. Pupils are introduced to basic key skills, techniques and processes in which the formal elements are embedded and built on over the 19 weeks of study. Projects are designed to enhance and develop initial skills, techniques and processes along with gaining knowledge of artist's work. This is achieved through revisiting each content strand in a topic, providing the opportunity to increase proficiency whilst encouraging creative thinking, risk-taking and confidence building. These skills include developing and progressing ideas through a range of media, materials and processes. Each topic has a contextual element ensuring pupils acquire knowledge of other cultures, artists, designers or crafts people. Influence of this will be emerging within their work. Pupils will develop understanding of periods and styles, major movements and will gain an understanding of art through time, investigating how artists were influenced by their environment. This is an integral part of their learning, to understand the purposes of art and how it has progressed through time, how new materials, technology and changes in how we live have developed, and influence how artists work. Pupils will gain a better understanding of why we learn about this subject, how art is all around us and continually impacts on our culture and in how we live. There will be opportunities for exploring the various careers in art and how these vocations have developed through time.