

## KS3 Art, Textiles & Photography Intent Statement

### Intent

At John of Gaunt we deliver high-quality art and design education that will engage, inspire and challenge pupils, equipping them with the knowledge of contemporary and historical art practice and skills to experiment, invent and create their own works. We build skills so students are able to think critically and develop a more rigorous understanding of art and design. They will also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

### Goal for every student

Our Art/Photography/Textiles Department is a thriving and highly creative environment where all students regardless of ability are encouraged and fully supported to achieve their potential. Our ethos is that every child can achieve regardless of prior attainment and that creativity and success should be celebrated at every opportunity.

All students will:

- produce creative work, exploring their own ideas and recording their experiences.
  - become proficient in drawing, painting, sculpture and other art, craft and design techniques
- a. To use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas
  - b. To use a range of techniques and media, including 2D, 3D, and digital media
  - c. To increase their proficiency in the handling of different materials
    - evaluate and analyse creative works using the language of art, craft and design
  - a. To analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work
  - know about great artists, craft makers and designers that have relevance to them and understand the historical and cultural development of their art forms.

Alongside key skills we also focus on a rich knowledge-based curriculum which helps to support student's contextual and historical background. The department also uses current research to inform practice and believes in fostering student's imagination and inquisitiveness, their ability to be persistent and disciplined with creative ideas and also works to promote the skills of collaboration.

### Implemented pace

The curriculum is well planned and sequenced in a way that allows students to build their skills and understanding whilst studying key concepts in art, craft and design.

We have 2 main topics/projects for KS3 students based around our learning cycles. All classes adhere to the cycle structure that includes GEM work.

In KS4 students complete two projects for unit 1 and 1 unit two (exam) project In

KS5 students complete two projects for unit 1 and 1 unit two (exam) project

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	group		
7	The everyday		The everyday		The everyday				
8	Food		food		food				
9	Identity		Identity		Identity				
10	Art:		Art:		Art:		Art:	Art: Fragments	Art: Fragments

	Photo: Force	Photo: Force	Photo: Force	Photo: Force	Photo: Fragments	Photo: Fragments
11	Art: Fragments Photo: Fragments	Art: Fragments Photo: Fragments	Art: exam project Photo: Exam project	Art: exam project Photo: Exam project	Art: exam project Photo: Exam project	
12	Art: Who am i	Art: Who am i	Art: Who am i	Art: Who am i	Journal project	Major project unit 1
13	Major project unit 1	Major project unit 1	Major project unit 1	Unit 2: exam project	Unit 2: exam project	

### Impact

The GEM tasks ensure appropriate challenge for each student whether it is securing knowledge, developing media skills, planning and creating work or providing opportunities for analysing and/or evaluating work of their own or others. All students, through Talk for Writing strategies, develop their skills to write extended pieces of work analysing the work of great artists, craft makers and designers.

All students will leave:

- being able to produce creative work, exploring their own ideas and recording their experiences.
- become proficient in drawing, painting, sculpture, photography, textiles, digital art, printing and other techniques.
- Being able to evaluate and analyse creative works using the language of art, craft and design
- Knowing about great artists, craft makers and designers that have relevance to them and understand the historical and cultural development of their art forms.