The Art and Design Pillars of Curriculum Intent

In order to develop students that can SHINE brightly in Art and Design we will:

Develop disciplinary literacy	Use effective feedback	Provide authentic experiences	Develop method and creative processes	Contextualise knowledge and understanding
• Investigate links between words and their composite parts • Use activities to engage students with developing use of key terminology • Carefully select the vocabulary to teach and focus on • Scaffold annotation tasks	• Use feedback to investigate knowledge and understanding • Provide feedback regularly and on specific pieces of work • Provide feedback as comments and provide meaningful opportunities to respond to feedback and reflect on progress logs • Provide opportunities for self and peer assessment and for students to evaluate work at the end of a rotation	• Provide continuous opportunities for authentic experiences • Provide skill based demonstrations • Develop confidence and build competence across all ADT areas • Model the significance of practice and refinement • Develop the ability to present work professionally • Ensure students participate in Health and Safety training	• Develop understanding of how to develop ideas form a starting point to an end product • Encourage students to follow a method • Provide opportunities for problem solving, risk taking and reflection • Use evaluations and group sharing opportunities to express ideas and opinions • Value the importance of sustained effort	• Contextualise project work and demonstrate the theory to support creative outcomes • Encourage research – visual and written • Provide explanations, demonstrations, models and examples that are clear