

REDMOOR ACADEMY: Art and Design CURRICULUM JOURNEY



The Redmoor Academy Art & Design Curriculum enables students to effectively express their individual thoughts through creative expression; all of which is underpinned by knowledge and analysis of both national and global cultural movements.

Our students are encouraged to explore innovative concepts to help develop a portfolio of work inspired by relevant themes, including past and current artists and designers.

The curriculum encourages students to understand how Art and Design pays an aesthetic contribution to culture, allowing them to recognise the importance that Art and Design has on our society and shared experiences.



DEVELOP FINAL RESPONSES

MAKE CONNECTIONS

REFINE IDEAS

11

BUILD A PORTFOLIO

REACH MEANINGFUL OUTCOMES

RESEARCH POSSIBILITIES

BUILD INDEPENDENCE



EXPLORE THEMES

DEVELOP TECHNICAL SKILLS

ANALYSE EXISTING IDEAS

10

INVESTIGATE ARTISTS

WORK WITH NEW MATERIALS AND TECHNIQUES

EXPERIMENT WITH CONCEPTS

TESTING AND EVALUATING FINAL CONCEPTS

DESIGN INDUSTRY



OBSERVATIONAL DRAWING

FINE ART AND DRAWING SKILLS



ITERATIVE DESIGN PROCESS

SUSTAINABLE DESIGN

PORTRAITURE

PROTOTYPE DEVELOPMENT

GRAFFITI ART



CULTURAL ART FORMS



WORKING IN THE STYLE OF A DESIGNER

8

DESIGNING FOR A PURPOSE

3D MAKING SKILLS

TECHNICAL DRAWING

USING NEW TOOLS AND TECHNIQUES

INFLUENTIAL ARTISTS AND DESIGNERS



HOW DESIGN IMPACTS OUR LIVES

COLOUR THEORY



7

WHAT IS POP ART?



THE PRINCIPLES OF DESIGN

THE FORMAL ELEMENTS OF ART



OUR STUDENTS UNDERSTAND THAT CREATIVITY IS EXPERIMENTING, GROWING, TAKING RISKS, BREAKING RULES, MAKING MISTAKES AND HAVING FUN.