

## ART CURRICULUM SEQUENCING STATEMENT

### Map of key strands sequenced across each Key Stage

	KS3	KS4 (GCSE)	KS5 (A LEVEL)
<b>Media and Skills</b>	range of techniques to record their observations	acquire and develop technical skills through working with a broad range of media	experience of working with a broad range of media
<b>Art Practice and Development</b>	increase their proficiency in the handling of different materials	confident in taking risks and learn from experience  as effective and independent learners, and as critical and reflective thinkers with enquiring minds  demonstrate safe working practices in art, craft and design.	aesthetic understanding and critical judgement
<b>Evaluating and Understanding Artwork</b>	analyse and evaluate their own work, and that of others	develop critical understanding  develop and refine ideas and proposals	intellectual, imaginative, creative and intuitive capabilities
<b>History of Art and Contextual Studies</b>	history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day	develop knowledge and understanding of art, craft and design  develop an awareness of the purposes, intentions and functions of art	an understanding of the interrelationships between art, craft and design processes  awareness of different roles, functions, audiences and consumers of art

At **Key Stage 2** Pupils should have been taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- to create sketch books to **record their observations** and use them to review and revisit ideas
- to **improve their mastery of art and design techniques**, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about **great artists, architects and designers in history**

**Art Baseline Testing & Questioning** reveals that students have varied experiences of Art at Key Stage 2. Some students have not used a sketchbook, and a few say they have not painted in the last two years. Also, a significant number are yet to produce 3-dimensional work, and most can only recall studying one artist.

At **Key Stage 3** 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**, in order 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**

At Key **Stage 4 (GCSE)** students follow the AQA Specification and can choose from general **Art, Craft and Design, Fine Art** or **Photography**.

The full GCSE Art and Design Specification can be found on the AQA website. Students are required to develop knowledge, understanding and skills relevant to their chosen title through integrated practical, critical and contextual study that encourages direct engagement with original works and practice.

Students are encouraged to develop:

- actively engage in the creative process of art, craft and design in order to **develop as effective and independent learners, and as critical and reflective thinkers with enquiring minds**
- develop creative, imaginative and intuitive capabilities when exploring and making images, artefacts and products
- become **confident in taking risks and learn from experience** when exploring and experimenting with ideas, processes, media, materials and techniques
- **develop critical understanding** through investigative, analytical, experimental, practical, technical and expressive skills
- **develop and refine ideas and proposals**, personal outcomes or solutions with increasing independence

- **acquire and develop technical skills through working with a broad range of media**, materials, techniques, processes and technologies with purpose and intent
- **develop knowledge and understanding of art, craft and design** in historical and contemporary contexts, societies and cultures
- develop an awareness of the different roles and individual work practices evident in the production of art, craft and design in the creative and cultural industries
- **develop an awareness of the purposes, intentions and functions of art**, craft and design in a variety of contexts and as appropriate to students' own work
- **demonstrate safe working practices in art, craft and design.**

At Key **Stage 5 (A Level)** students follow the AQA Specification and can choose from **Fine Art** or **Photography**.

The full A Level Art and Design Specification can be found on the AQA website.

Students are encouraged to develop:

- **intellectual, imaginative, creative and intuitive capabilities**
- investigative, analytical, experimental, practical, technical and expressive skills, **aesthetic understanding and critical judgement**
- independence of mind in developing, refining and communicating their own ideas, their own intentions and their own personal outcomes
- an interest in, enthusiasm for and enjoyment of art, craft and design
- the **experience of working with a broad range of media**
- **an understanding of the interrelationships between art, craft and design processes** and an awareness of the contexts in which they operate
- knowledge and experience of real-world contexts and, where appropriate, links to the creative industries
- knowledge and understanding of art, craft, design and media and technologies in contemporary and past societies and cultures
- an **awareness of different roles, functions, audiences and consumers of art**, craft and design.