



Northampton International Academy

Art and Design Curriculum Overview



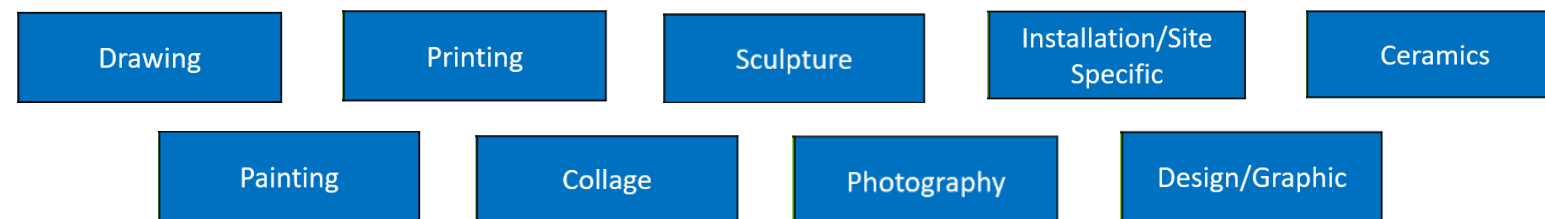
Why Teach Art and Design?

Art, craft and design embody some of the highest forms of human creativity. Art supports students' personal development through creativity and self-expression, alongside developing resilience, confidence and critical thinking skills. We aim to engage learners in the creative process, encouraging them to express their individuality, whilst building skills in problem solving, decision making about their own work and that of others - learning to reflect and evaluate as work progresses. We promote the enjoyment of Art for itself, the development of skills with increasing mastery as they progress and in their engagement in Art Craft and design. Art Craft and design in their many forms can then be taken forward either into exams, or for itself and have a lifelong impact with a love of art and artwork.

Our Curriculum will

- Produce creative work exploring their ideas and recording their experiences
- Enable learners to become proficient in drawing painting and other art craft and design techniques
- Evaluate and analyse creative works using the language of art, craft and design- and the Formal Elements.
- Enable learners to know about great artists from history and to current contemporary artists, craft makers and designers and understand the historical and cultural development of their art forms.

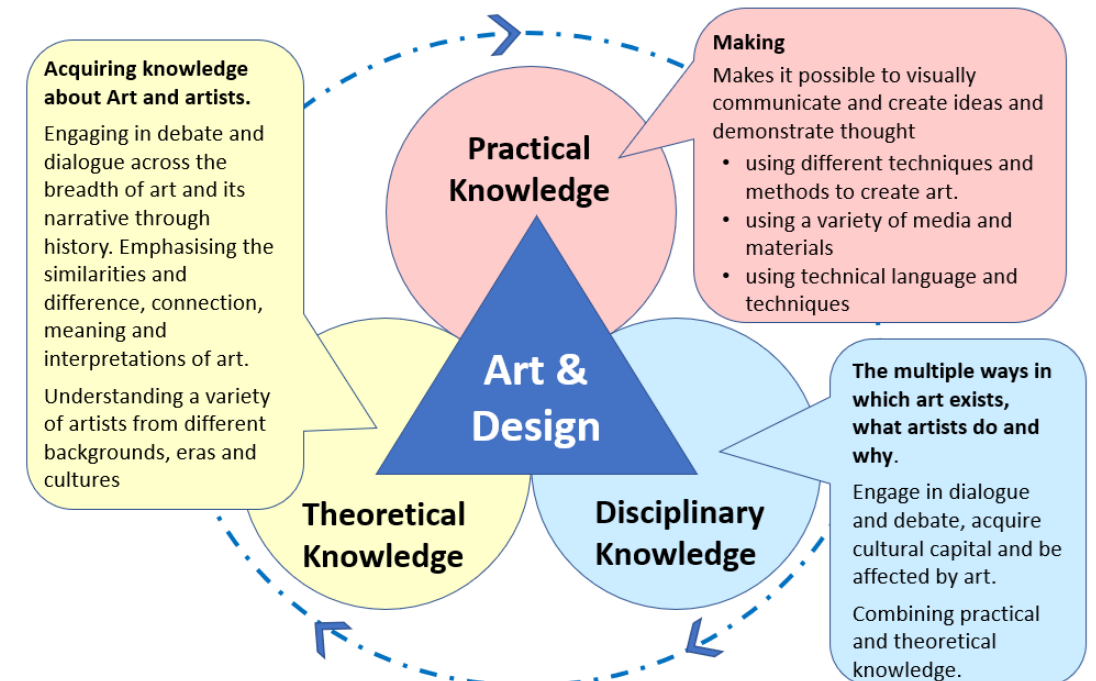
Practical Knowledge - Media and Materials



Practical Knowledge - Formal Elements of Art

Line The path left by a moving point e.g. a pencil or brush dipped in paint. A line can take many forms e.g. horizontal, diagonal or curved. 	Colour A reflection of light, seen by the eyes. 	Mood Art can evoke certain feelings in the viewer or create a particular atmosphere. 	Space The distance and area around, above, between or below objects.
Pattern A design that is created by repeating lines, shapes, tones or colours. Can be manmade, like a design on a fabric, or natural, such as the markings on animal fur. 	Texture The surface quality of something, the way it feels or looks like it feels. Actual Texture – really exists and can be felt or touched. Visual Texture – created using different marks to represent actual texture. 	Shape A shape is an area enclosed by a line/edge (shaded in or just an outline). 	Composition The placement or arrangements of visual elements or ingredients in a work of art.
		Form Form is a 3 dimensional shape such as a sphere, cube or a cone. Sculpture and 3D design are about creating forms. 	Tonal Value Degrees of lightness or darkness. The difference between values is called value contrast.

Substantive		Disciplinary	
Practical Knowledge	Theoretical Knowledge	Discipline based knowledge	
	Generate Ideas		Make
	Analyse		Historical & Cultural Development



Art and Design Teaching Approaches

We use the following approaches to teaching topics.

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| Primary Research | <ul style="list-style-type: none"> • Drawing in a variety of ways • Looking at images from a variety of sources • Looking at real objects |
| Contextual Research | <ul style="list-style-type: none"> • Studying a variety of art, craft and designers work to inspire and inform practical work. • Learners are encouraged to form their own opinions and listen to other's viewpoints |
| Learn and Experiment with new materials | <ul style="list-style-type: none"> • Learner's practice and learn how to use a range of different media and art techniques. They are encouraged to experiment |
| Final Outcome | <ul style="list-style-type: none"> • Pupils will use prior learning, knowledge, and practice to help design and generate a final outcome that showcases their learning and understanding. |