

# Art, Craft and Design

## Statement of Intent

The Arts curriculum encourages us to creatively consider, enquire and engage in the world around us. Our curriculum promotes independent thinking and problem solving with confidence and conviction. Art at Raynes Park High School challenges our problem-solving skills and increases our confidence through learning a range of artistic techniques and processes in new and unfamiliar contexts.

## Key Stage 3 Curriculum

Students will develop transferable skills such as problem solving, visual communication and independent thinking which will prepare them for GCSE.

Observational drawing, painting, mixed-media and sculpting will enable students to explore in detail and respond through visual processes to a theme, concept or idea.

At the end of each academic year, students will have created a sketchbook of work and final outcomes.

## Key Stage 4 Curriculum

KS4 projects become increasing heuristic and student led. Skills and knowledge to develop ideas and concepts are developed throughout the GCSE course.

With the guidance of the teacher, students complete their first project called 'Distort, Distress, Decay' from the beginning of year 10 until March and their second project called 'Identity' which spans from March of year 10 until December of year 11. 'Identity' concludes in after the year 11 GCSE mock exam.

AQA GCSE Art, Craft and Design is a dynamic course, equipping students with the skills and independent thinking to confidently continue studies to Art, Craft and Design A-level or Photography A-level at our Sixth-Form. Students must complete both Component 1 (worth 60% of their final GCSE) and Component 2 (worth 40% of their final GCSE).

Component 1 includes the creation of a sustained project evidencing the journey from an initial idea and/or theme to the realisation of intentions. Component 2 (Externally Set Assignment) is 40% of GCSE. Following receipt of the paper, sent by the exam board, students must select and respond to one starting point of their chosen title. Students undertake a supervised 10 hour exam (which is over 2 days), to create a final outcome.

The course will be delivered over a two-year period and students will receive three one-hour lessons each week. Homework will be set every week with an expected completion time.

Everything students create from the beginning of year 10 to the end of year 11 goes towards their final GCSE grade.

## Key Stage 5 Curriculum

AQA A-Level Art, Craft, and Design and A-level Photography directly supports student progression to further and higher education in Art and Design and other subjects. Students must complete both Component 1 (personal investigation – worth 60% of the final grade) and Component 2 (Externally Set Assignment – worth 40% of the final grade).

The Personal Investigation is a practical investigation where an idea or theme is independently identified by the student. This project is supported by written material that is between 1,200 and 3,000 words. Students will be given structured tasks, weekly tutorials and differentiated resources to support student progression.

Following receipt of the Externally Set Assignment from AQA exam board students must select and respond to one starting point. Students respond by creating another sketchbook of work in the same format practised throughout year 12 and 13.

Students undertake 15 hours supervised exam to create a final outcome.

The course will be delivered over a two-year period, and students will receive five one-hour lessons each week. The exam board recommendation is that students must complete a minimum of 5 hours of self-directed study a week.

The Art department has designated sixth form study areas for students work in during their free lessons.

## Extended Learning

### What we offer to extend the learning of our students

- **KS3 Art Club** - Students have the opportunity to develop and refine their skills in observational drawing, explore a wide range of materials, techniques and processes in response to a theme and create individual and/or collaborative artworks. Students also have the opportunity to engage in whole school and community art projects, sharing with others their passion for Art and Design. Please see the extracurricular clubs that are timetabled in the Art department.
- **GCSE afterschool club** – We welcome students to complete their work, use the expertise of the Art Department staff and use the department equipment at our after-school GCSE club. We are open after school on Mondays, Tuesdays, Wednesdays and Thursdays for students to complete homework.

### What can parents do to support extended learning in this subject

- Visit art museums, exhibitions and local art festivals. Encourage your child to respect the work of others, particularly when the content or meaning behind a piece of work is not at first obvious. Promote an investigative and enquiring mind, asking questions about the picture's composition or the artist's choice of colours and the effect this has on the overall mood of the artwork.
- A number of art galleries across London run weekly clubs and/or workshops. These opportunities are hugely valuable, helping your child access a deeper understanding and appreciation of different art practices. These opportunities will also enable your child to meet like-minded people and make social connections.

### Art Galleries and useful links:

Useful resources and links:	
Tate	<a href="https://www.tate.org.uk/kids">https://www.tate.org.uk/kids</a>
BBC Secondary Art and Design	<a href="https://www.bbc.co.uk/teach/topics/c973zv6xzedt">https://www.bbc.co.uk/teach/topics/c973zv6xzedt</a>
V&A Young people	<a href="https://www.vam.ac.uk/info/young-people">https://www.vam.ac.uk/info/young-people</a>
Oak National Academy	<a href="https://www.thenational.academy/teachers/programmes/art-secondary-ks3-l/units">https://www.thenational.academy/teachers/programmes/art-secondary-ks3-l/units</a>
Royal Academy of Art	<a href="https://www.royalacademy.org.uk/families">https://www.royalacademy.org.uk/families</a>

### Creative careers:

Art and creativity fuels innovation across every industry.

Studying Art sharpens problem-solving skills, improves fine motor skills, critical thinking, boosts visual communication, and fosters original thinking—qualities prized in careers from design and marketing to tech and entrepreneurship.

These skills not only prevail as vital in traditionally creative roles but also in a world where creativity drives progress and where attention to detail is vital.

Whether your child follows a career in the arts or in another field, the skills developed through Art offer a solid foundation for success across various professions.

Here are some exciting career paths where artistic skills and knowledge are invaluable:

<ul style="list-style-type: none"> <li>▪ Fine Artist (Painter, Sculptor, Illustrator)</li> <li>▪ Doctor</li> <li>▪ Dentist</li> <li>▪ Engineer</li> <li>▪ Graphic Designer</li> <li>▪ Animator</li> <li>▪ Art Director</li> <li>▪ Fashion Designer</li> <li>▪ Interior Designer</li> <li>▪ Textile Designer</li> <li>▪ Photographer</li> <li>▪ Printmaker</li> <li>▪ Ceramicist</li> <li>▪ Art Therapist</li> </ul>	<ul style="list-style-type: none"> <li>▪ Concept Artist (for games and film)</li> <li>▪ Muralist</li> <li>▪ Creative Director</li> <li>▪ Advertising Designer</li> <li>▪ Brand Designer</li> <li>▪ Content Creator</li> <li>▪ Social Media Manager</li> <li>▪ Art Journalist or Critic</li> <li>▪ Visual Merchandiser</li> <li>▪ Set or Production Designer (TV, film, theatre)</li> <li>▪ Art Teacher or Lecturer</li> <li>▪ Museum or Gallery Educator</li> <li>▪ Art Therapist</li> </ul>	<ul style="list-style-type: none"> <li>▪ Community Arts Coordinator</li> <li>▪ UX/UI Designer</li> <li>▪ Web Designer</li> <li>▪ Game Designer</li> <li>▪ Motion Graphics Artist</li> <li>▪ Virtual Reality (VR) Designer</li> <li>▪ Digital Illustrator</li> <li>▪ Architecture</li> <li>▪ Industrial/Product Design</li> <li>▪ Exhibition Designer</li> <li>▪ Jewellery Designer</li> <li>▪ Curator or Archivist</li> </ul>
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