



	Overall aim of Art at Blessed Robert Sutton all pupils from Year 7 to Year 11 will gain a coherent knowledge and understanding about diverse artworks, artists, media and materials, together with a deep understanding of the Arts enlightened by the Sutton Way .
	Subject will teach spiritual development by Art will teach spiritual development by pupils developing an appreciation of God's creation and an understanding of the spiritual connections to artwork. Pupils will understand the importance of Art in different religions and the Catholic faith. Pupils will learn to contribute to and engage as confident citizens and future professionals to the culture, creativity, economic success, leisure, material and emotional wellbeing of our society within both national and global contexts.
	Subject will teach social excellence through Art will teach social excellence through a range of teaching strategies that allow opportunities for pupils to work effectively as a community. Class discussions will develop pupils' abilities to work effectively as a team; communicating, respecting, listening and developing each other's ideas. Art provides an opportunity for and engagement in leisure pursuits that can yield lifelong benefits in health, wellbeing and life satisfaction .
	Subject will teach academic excellence by Art will teach academic excellence by enabling students to engage with and explore visual, tactile and other sensory experiences and how to recognise and communicate ideas and meanings. These opportunities enable them to work with traditional and new media, so that they develop confidence, competence, imagination and creativity. Through these opportunities they learn to appreciate and value images and artefacts across times and cultures, and to understand the contexts in which they were made. Experiences will enable students to learn how to reflect critically on their own and others' work.
Enrichment opportunities in this subject include: Curriculum challenges Art competitions within school and the community	

KS4 Art GCSE

'The Eduqas GCSE in Art and Design is designed to provide engaging, challenging, coherent and meaningful learning experiences through a flexible structure that supports the sequential and incremental development of creative practice. A rewarding and immersive programme of study broadens experience, develops imagination and technical skills, fosters creativity and promotes personal and social development. The focus of the specification is to nurture an enthusiasm for Art, Craft and Design and, through a broad introductory foundation programme, to develop critical, practical and theoretical skills that enable students to gain a holistic understanding of a range of practices and contexts in the visual arts, crafts and design fields.'

This specification encourages students to:

- 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

Assessment

Students will be assessed through a personal learning checklist for each unit of work, grading their progress based on a RAG rating and a teacher digital tracker. A formal assessment of each unit will take place using the 4 GCSE assessment objectives.

Component 1: Portfolio 60% of qualification: 120 marks

This component comprises a major practical portfolio based on 2 internally set themes. This component will be internally set, internally assessed and externally moderated. Work will be selected, evaluated and presented for assessment by the student. Evidence is required of how the student has met each of the assessment objectives.

Component 2: Externally Set Assignment 40% of qualification: 80 marks Part 1: Preparatory study period

Externally Set Assignment materials by the exam board. **One** of the assignments is to be selected by the student and are developed during the preparatory study period which inform the resolution of the student's ideas in the 10 hour exam.

Part 2: 10 hour period of sustained focus work

The resolution of the student's ideas from the preparatory work must be completed during the designated 10 hours of sustained focus work under supervised conditions.

Ways to help your child succeed

Students will be provided with a personal learning checklist and feedback in the back of their sketchbooks, please review this regularly with your son/daughter to ensure all work is up to date.

Eduqas specification: <https://www.eduqas.co.uk/qualifications/art-and-design/gcse/eduqas-gcse-art-and-design-spec-from-2016.pdf>

Our key stage 4 Art curriculum aims to ensure the following skills and knowledge are developed for them to achieve a GCSE in Art

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Possible areas of study include:

- Drawing
- Installation
- Lens and light-based media
- Mixed media
- Land art
- Printing
- Painting
- Sculpture.

Assessment Objective 1, Critical understanding:

For students to explore a wide variety of work produced by artists and designers. Develop ideas that are informed by these studies and analyse these contextual sources.

Assessment Objective 2, Experimentation:

To refine and reflect upon work as it progresses. Selecting and experimenting with appropriate media, materials, techniques and processes.

Assessment Objective 3, Reflective recording:

To record ideas through first-hand observations, especially drawing including examples of line, colour, tone and form. Reflect on progress and identify areas to develop.

Assessment Objective 4, Final Outcome:

To present personal, imaginative and meaningful final outcomes. Make connections to media and artists explored in the project.