



The Southfield Trust

The Lindfield School

Curriculum Policy for

Art & Design

The Lindfield School strives to provide a positive, safe and caring community where students are happy, confident and successful.

We recognise and respect each student as an individual, celebrate their successes, raise their self-esteem and prepare them for their future by building on their strengths.

We aim to develop students' independence and empower them to become responsible young adults with the ambition to be lifelong achievers.

**ART
MAKES
CHILDREN
POWERFUL**

“Art makes children powerful.” Bob and Roberta Smith



**“You can’t use up creativity. The more you use, the more you have.”
Maya Angelou**



**“Every child is an artist. The problem is how to remain an artist once we
grow up.” Pablo Picasso**

Core Values of the Lindfield School

To give students the skills to:

- pursue a love of learning into adult life
- communicate confidently and effectively
- develop their independence in order to succeed in adult life
- form and maintain appropriate positive relationships
- promote their own physical and emotional health & well-being

Subject Aims

Students are encouraged to:

- build upon and celebrate creative achievements within the school including maintaining links with local and international groups
- learn outside the classroom in a range of settings
- take risks in a safe environment
- experiment with new ideas using a range of media and techniques
- use art and design to express thoughts, feelings and ideas in a visual way
- to develop independence through learning how to plan practical processes
- to develop social interaction contributing to group work
- develop a reflective approach to both peer and self-assessment
- develop an understanding of opportunities beyond the classroom for arts based career paths

Outline of Curriculum

Key Stage 3

The KS3 Art & Design Policy is based on the National Curriculum Programme of Study and will be reviewed annually to suit the clientele of the class. Any new national initiatives will be adopted.

Students are taught to develop their creativity while learning and developing skills linked to drawing, painting and research. They also develop 3D skills through engaging with sculpture and outdoor art. Projects take place in relation to specific artists and designers to be determined annually in accordance with opportunities linked to local arts providers

KS3 students are taught:

- a range of techniques to record observations including using and making sketchbooks and how to use other media as a basis for exploring ideas
- to experiment with a range of media and techniques including drawing, mark making, painting, collage, printmaking, sculpture and digital work
- how to increase confidence in the handling of different materials including charcoal, pencil, inks, acrylic paint, watercolour and printing ink
- how to analyse and evaluate their own work, and that of others
- the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day



Key Stage 4

- All KS4 students at The Lindfield School are given the opportunity to follow the AQA Art, Craft & Design GCSE course. This begins in Year 9. Students are then entered for the examination at the end of Year 11

Teaching & Learning

- All KS3 students are baseline assessed during Term 1 of Year 7. Throughout their time at The Lindfield School, targets are set, monitored and adjusted as students engage on their individual journey
- All KS4 students at The Lindfield School are given the opportunity to follow the AQA Art, Craft & Design GCSE course and be entered for the examination at the end of Year 11. The course involves 60% class based portfolio work, completed during Yr9 and 10. In Yr11 students undertake the final 40% as a 10 hour timed test choosing a set question before researching and developing ideas in preparation
- Students build on skills introduced at KS3 further developing techniques and skills in 2-Dimensional and 3-Dimensional aspects of Art and Design including Digital aspects through the processes of designing, making and critical appraisal. Students are introduced to a wide range of artists and craftspeople as directed by the exam board
- Students experience the work of artists and craftspeople from different cultures and different parts of the world. As part of our commitment to “Learning outside the Classroom”, they regularly visit local galleries and museums including the Booth Museum, Brighton and Hove Museums, the De La Warr Pavilion in Bexhill and also exhibit work at the Annual Schools’ Exhibition at the Towner Art Gallery in Eastbourne
- Students are involved in a number of collaborative projects including an ongoing German exchange project funded by Erasmus+ linking The Lindfield School with Franz Marc Schule in Dusseldorf. Students from both schools have visited one another and worked together on a number of projects involving drawing, painting, sculpture, film and animation
- Students develop a range of practical skills and the confidence to experiment without fear of failure
- Students are encouraged to become excited about making and responding to art and design
- Students develop their social skills and confidence to talk about their work and the work of others
- Students are encouraged to work independently wherever possible at a level most suited to their needs
- Students are encouraged to follow ideas and activities out of school with parents and carers as suggested in the termly Medium Term Plans for parents under “Extended Learning”

Assessment

The academic curriculum, including objectives, is planned within the department prior to the academic year. This will always respond to local arts opportunities such as upcoming exhibitions and arts festivals as well as collaborative projects with other schools. All work across key stages is marked according to learning objectives identified within the project or topic.

Progress is assessed using classroom monitor to identify the percentage linked to learning objectives achieved at the end of each term and in turn monitor progress over time. Percentage targets are then monitored and set as the year progresses. In Key Stage 4, all learning objectives link to AQA objectives for GCSE Art, Craft and Design.

AQA GCSE ART, Craft & Design objectives

AQA Assessment Objective 1

AO1: Develop ideas through investigations, demonstrating critical understanding of sources

AQA Assessment Objective 2

AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes

AQA Assessment Objective 3

AO3: Record ideas, observations and insights relevant to intentions as work progresses

AQA Assessment Objective 4

AO4: Present a personal, informed and meaningful response demonstrating analytical and critical understanding, realising intentions and where appropriate, making connections between visual, written, oral or other elements.

Marking & Feedback

KS3 (Years 7 & 8)

Students have sketchbooks which can be annotated as a form of written feedback linked to topic based learning objectives from the KS3 schemes of work. Objectives for each topic are displayed in sketchbooks and referred to as work is marked.

KS3 learning logs are in a digital format and are included on classroom monitor at the end of each topic.

KS4 (Years 9, 10 & 11)

Students begin work on GCSE coursework for Art, Design & Craft (AQA) in Yr9. From this point on, sketchbooks are kept but cannot include keywords for feedback or teacher comment.

Learning logs for each Unit 1 portfolio project are digital and include AQA Assessment objectives and project based learning objectives used on classroom monitor which link to those of the AQA GCSE course.

Projects tend to run over two terms and each learning log will cover one project with photographic evidence and feedback for individual activities or processes using the school SPIRALS marking scheme.

Targets for improvement are given for each activity in written form having been discussed with students beforehand.

An overall percentage feedback sheet is given at the end of every term providing an indication of progress linked to learning objectives taken from classroom monitor. Students are given the opportunity to comment on their progress and behaviour as part of the end of term assessment.

Digital learning logs are then uploaded to classroom monitor as evidence to be shared with staff and parents.

Equality & diversity within the subject

We aim to provide an equal opportunities curriculum in which no student is discriminated against as a consequence of ethnicity, social background, and special needs, in line with our equality and diversity policies.

Wherever possible, Art and Design is integrated into school events including music, dance, drama performances and workshops. These are either 'in-house' or with visiting residencies.

Links to SMCS

Spiritual

- Looking at connections with artist's work and religious iconography within the arts e.g. Alphonse Mucha and European Iconography

Moral

- Finding out and discussing how aspects of artists' personal lives affected their work
- Exploring British Values through Art

Social

- Experiencing work being exhibited and sold in local galleries
- Working as part of a group with visiting practitioners creating animated film work on culturally significant topics such as Brexit.

Cultural

- Developing a critical understanding of a range of art movements from around the world and responding to it
- Sharing visual language and communication with a peer group from another country e.g. students from Franz Marc Schule in Dusseldorf

Links to Children's Rights

Article 13 (freedom of expression)

Every child must be free to express their thoughts and opinions and to access all kinds of information, as long as it is within the law

Throughout the KS3 and KS4 curriculum for Art and Design, pupils' progress is measured in part by their ability to make constructive critical comments regarding their own work and the work of their peers as a way of demonstrating their understanding of the skills, techniques and topics covered.

Article 17 (access to information from the media)

Every child has the right to reliable information from a variety of sources, and governments should encourage the media to provide information that children can understand. Governments must help protect children from materials that could harm them.

As part of the AQA Syllabus for GCSE Art, Craft and Design, it is a requirement that pupils research and access information regarding artists, art movements and styles of work. In order to form an opinion and develop their own work, pupils are

encouraged to do this in lessons and as part of their extended study outside of the classroom. In the case of specific projects, appropriate websites and links to books, films and articles are shared by the class team.

Article 29 (goals of education)

Education must develop every child's personality, talents and abilities to the full. It must encourage the child's respect for human rights, as well as respect for their parents, their own and other cultures, and the environment.

Schemes of work and learning objectives across the art curriculum are designed to take into account individual abilities and interests in a flexible manner in order to support pupils' engagement in practical activities.

Article 31 (leisure, play and culture)

Every child has the right to relax, play and take part in a wide range of cultural and artistic activities.

An important element of the art curriculum is to access activities which are both relaxing and playful involving a focus on skills which differ from more traditionally academic subjects.

Links to investors in Careers

Activities such as the Towner Young Peoples' Exhibition and links with various courses at the University of Brighton, Cultureshift and Project Artworks provide an opportunity for pupils to experience a variety of ways in which the study and implementation of art and design can lead to careers in creative subjects.

Links to LOtC

Regular visits to local exhibitions and events along with the Erasmus+ German exchange programme mean that learning outside the curriculum is implicit within art and design at The Lindfield School.

Links to other school initiatives/quality marks

The Lindfield is working towards Arts Mark Platinum.