



Sandbach School Art & Design: GRAPHICS

Inspire and challenge while developing cultural understanding and practical technique

Intent

A Level Intent:

- Independence of developing, refining and communicating their own ideas, intentions personal outcomes
- Investigative, analytical, experimental, practical, technical and expressive skills, aesthetic understanding and critical judgement
- Experience of working with a broad range of media, both digital and hand-made processes
- An understanding of the interrelationships between graphics and design processes and an awareness of the contexts in which they operate
- Knowledge and understanding of design and media and technologies in contemporary and past societies and cultures

GCSE Intent:

- Engage in the creative process of Graphics and Design through typography and illustration
- Experiment with, invent and create their own works using both digital and made-made processes
- Develop and refine ideas and proposals, personal outcomes or solutions with increasing independence
- become confident in taking risks and learn from experience

Transition and Induction Phase Intent:

- Knowledge around key areas of art of landscape, portrait, still life and sculpture
- Develop a broad cultural understanding.
- Explore the Formal Elements of Art as well as developing skills in research, recording and analysing
- Develop confidence in a range of practical materials and processes

Implementation

Impact

By the end of A Level, students will know how to:

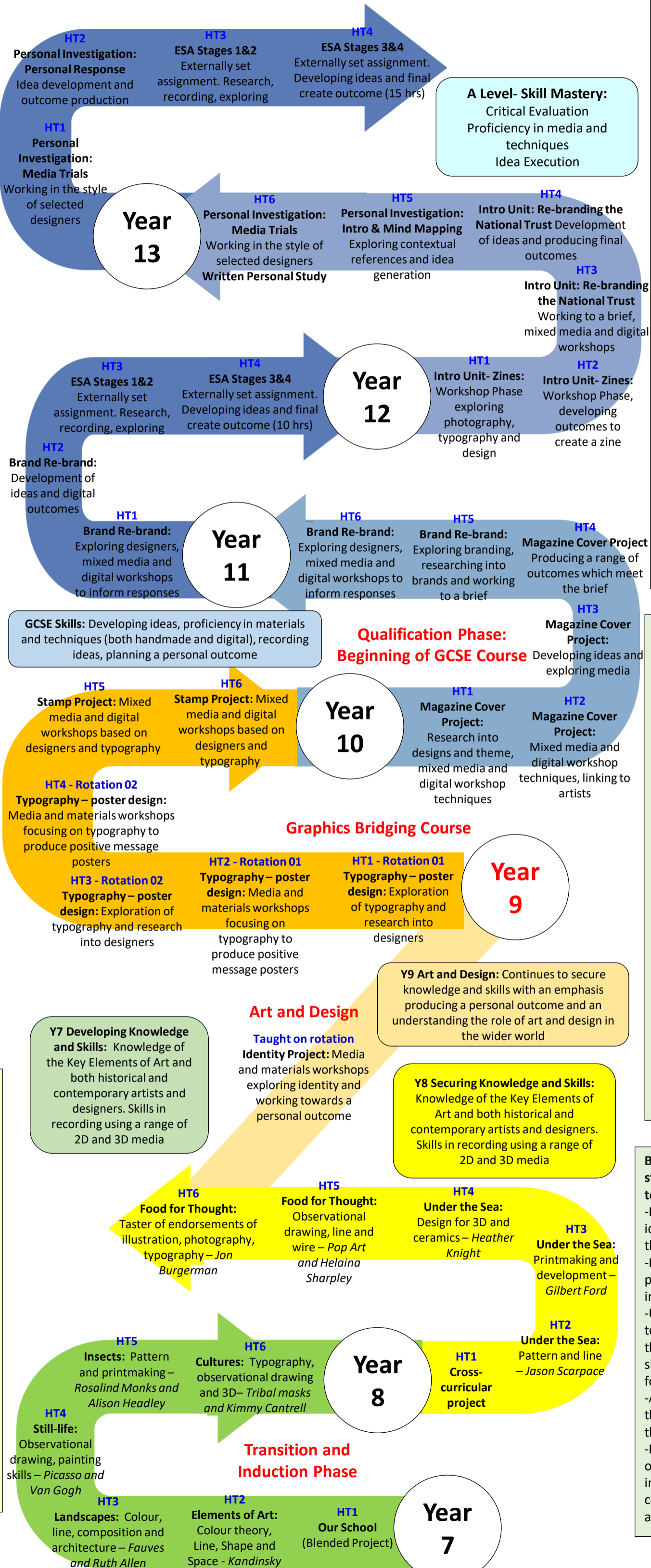
- Research; gather, select & organise visual information recording experiences and observations.
- Explore resources; analyse, discuss, evaluate & record independent judgements
- Develop and extend thinking informing their own work via knowledge & understanding of the work of others
- Generate and explore potential lines of enquiry using appropriate media & techniques
- Apply knowledge and understanding in making images and artefacts; review and modify work; and plan and develop ideas in the light of their own and others' evaluations
- Organise, select and communicate ideas, solutions and responses, and present them in a range of visual, tactile and/or sensory forms

GCSE art and design students must demonstrate the ability to:

- Develop their ideas through investigations
- Select and critically analyse sources
- Refine their ideas as work progresses through experimenting with media, materials, techniques and processes
- Record their ideas using appropriate specialist vocabulary.
- Realise personal intentions
- Have an understanding of relevant practices in the creative and cultural industries

By the end of Y9, students will know how to:

- Develop their own ideas and execution of these
- Handle a range of processes and materials, including 2D and 3D
- Use a range of techniques to record their observations in sketchbooks, and other forms
- Analyse and evaluate their own work, and that of others
- Learn about the history of art and design, including historical and contemporary artists and designers



A Level- Skill Mastery:
Critical Evaluation
Proficiency in media and techniques
Idea Execution

Qualification Phase:
Beginning of GCSE Course

Graphics Bridging Course

Art and Design

Transition and Induction Phase

Y7 Developing Knowledge and Skills: Knowledge of the Key Elements of Art and both historical and contemporary artists and designers. Skills in recording using a range of 2D and 3D media

Y9 Art and Design: Continues to secure knowledge and skills with an emphasis producing a personal outcome and an understanding the role of art and design in the wider world

Y8 Securing Knowledge and Skills: Knowledge of the Key Elements of Art and both historical and contemporary artists and designers. Skills in recording using a range of 2D and 3D media