

Creative Faculty 2022/2023

Key Stage 2

Whole School Intent

The Creative faculty consists of the Art and DT departments. Each area has a specialist lead teacher, who oversees the teaching, learning and assessment within each subject. The subject specialists are supported by a key stage two link teacher who is responsible for the implementation in the primary years.

We know that before joining The Observatory School pupils may have gaps in their skills due to barriers to learning or time missed from education. The Creative Faculty's intent is that all pupils will be able to close these gaps through individually targeted classroom teaching.

The creative faculty works closely with all of the other faculties in the school. We aim to provide an inspiring curriculum, nurturing the development of the whole child and in which every child can achieve.

The National Curriculum Framework 2014 is central to our curriculum and every pupil is taught in line with those expectations. However, our distinct curriculum also includes learning opportunities that are designed to support our values and reflect our local and international communities whilst retaining the flexibility to respond to our pupils' changing interests and the developing world around them.

In Year 10 students will be placed into an academic or vocational pathway, which enables them to be working at the right level for their skills and knowledge. All departments within the faculty offer students the opportunity to achieve a range of formal qualifications, at the right level for their abilities and future aspirations.

Art	DT
GCSE Art and Design Arts Award	ASDAN Foodwise

Key Stage 2 Art Curriculum

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- 1. to create <u>sketchbooks</u> to record their observations and use them to review and revisit ideas
- 2. to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- 3. about great artists, architects and designers in history

	<u>Autumn</u>		Spring		Summer	
Daley (6)	Colour A brief introduction to primary, secondary, complementary and tertiary colours with a challenge to create a colour wheel.	Great Artists (Gallery Visit) Pupils explore artists such as Picasso, Mondrian, Van Gogh and Warhol. Pupils visit the Tate Liverpool - Can they find an artist they have learned about?	Creative Collage (Nature) Introduction to collage and experimenting with paper. Pupils explore nature through the use of creative collage.	Animals and wildlife (3D) Pupils explore animals in the jungle. They look at the famous artist Henri Rousseau and create a layered landscape inspired by his paintings. Artist: Henri Rousseau	Architecture Hundertwasser was famous for his work that linked nature to humans Pupils Develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	Ceramics Slabs - Cultural (museum visit) Pupils learn different ceramic techniques such as sculpting, pinching and joining. Pupils use the skills learned to create a cultural inspired slab.

		Pupils explore the formal elements of line, shape and colour.	

Key Stage 2 DT Curriculum

Pupils should be taught to:

- · Develop the creative, technical and practical expertise to perform tasks confidently.
- · Build and apply understanding and skills to design and make prototypes and products for a wide range of users.
- · Assess, evaluate and test their products and ideas of others.

	<u>Autumn</u>		Spring		Summer	
Daley (6)	Woodwork. Pupils to create a key ring using 3D software.	Environmental. Plastic bottle bird feeder. Create links with Tam O'Shanter	Sewing and textiles. Puppets. Pupils to explore ways of recycling	C.A.D Pupils will learn how to use different types of computing software.	Horticulture. Pupils will develop a basic understanding of horticulture.	Forest School Pupils learn skills in bush craft and team building skills.

Pupils will use 3D software to produce their designs. Local educational visit will allow for the	Urban Farm – Recycling. Pupils to design, make and evaluate a bird bottle from a plastic bottle.	materials such as old clothes. Pupils to design a puppet using these materials.		
opportunity for this to be made.	Designing and cutting skills to be developed.			