



KING JAMES'S
SCHOOL
KNARESBOROUGH

CURRICULUM OVERVIEW

ART

2021/22

Art, craft and design embody some of the highest forms of human creativity, without Art we would know little of our past and have little or no vision of our future. The Art Department at King James's aims to create an environment in which students gain a sense of achievement and are encouraged to become involved in the cultural life of both the school and community. We strongly believe that being skilled in art is not an inherited talent but gained through formative progression. The Department has a tradition of underpinning all practical work with a critical understanding of both European and World Art. At GCSE & A level we regularly visit galleries and museums ensure that cultural capital is instilled upon our students, whatever their background. We believe that all students should know how art and design both reflects and shapes our history, and its contribution to the culture, creativity and wealth of our nation.

The aims of our programmes of study are to allow for more concise projection of skills in KS3 and allowing all the students to experience the breadth of the Art, Design and Photography curriculum. It is our desire is to not only teach the disciplinary knowledge required for later artistic endeavours to our students, but also to provide them with the substantive knowledge about art. We start this journey over 75000 years ago, through the exploration of the story art and further knowledge of the artists and movements that children really need to know to participate fully in society.

Through the sequencing and delivery of our curriculum we aim for each year group to cover the same traditional genres of art which are still life, portraiture and landscape in their own bespoke way to fulfil the Hierarchical knowledge & Cumulative knowledge. In conjunction with this genre repetition, is the sequencing of distributed training for all our students. This delivered through a repetition of skill acquisition using the formal elements within painting, drawing, sculpture and printmaking. This allows the students to see their skills developing more clearly building their confidence throughout the key stage and gain that sense of achievement alongside strengthening the skills, processes, techniques, habits needed to participate successfully at KS4. The student voice exercises we continually undertake also inform the potential flight path of our curriculum.

We strive to engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. Through the very nature of making an art work the students are often challenged to further this we often ask students across the key stages to work outside of their comfort zone, whilst providing the scaffolding through guidance and support. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design.

As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. The foundations we set out to achieve through the use of retrieval practice and distributed learning in KS3 provide our students with the essential skill acquisition needed to progress in the next stages of their education. In addition to GCSE and A Levels in Art and Design, the Department offers a GCSE and A Level in Digital Photography. Examination results at GCSE and A Level are well above the national average. Many A Level students' progress either to a Foundation Course in Art or to university courses in the creative subjects. To celebrate their journey and share in a sense of achievement we host a large annual exhibition showcasing the work of GCSE and A Level Art and Photography every summer.