

# Art & Design Curriculum Overview

"Igniting A Creative Spark"

# Principles of Knowledge



## **Substantive**

**Practical** "Knowledge from making" "To know how to"

### **Theoretical**

"About artists, movements & history (Juxtaposition)"

# **Disciplinary**

# **Discipline Based**

"Exploring semiotics and multiple ways in which art exists, what artists do and why"

# Curriculum Design



#### Specialisms

ecured as a result of learning the curriculum (depth vs breadth)

# Sequencing To build/develop

knowledge & challenge students (Always revisting

#### Teaching

Focuses on teaching the important knowledge. "No fluff"

#### lome Learning

Always retrieval based **Develops fluency and** ndependence of cumulative

#### Assessment

Checks understanding Identifies misconceptions Informs teaching

# What does it mean to get better? (FEA)



### **Fluent**

Automaticity & proficiency in the traditions of chosen specialism.

### **Experimental**

Trying out ideas, methods and convention to find original solutions.

### **Authentic**

Visually performing thinking of an issue, topic or theme.

# Progression (AIM)



## **Automaticity**

Practical components isolated and practised.

### Internalisation

Re-encountered and building in complexity and opportunities. (Removal of scaffold)

### **Magic**

Enquiry, imagination and creativity (schema) Building on prior knowledge & re-encountering

### **Golden Threads C**reativity AO1 Develop





