

Curriculum Big Ideas

Art

- Art allows exploration of a range of materials in 2D and 3D that can be manipulated to suit purpose and ideas, gaining proficiency as they progress in the formal elements
- Exploration via research and utilising new media as it evolves is undertaken as well as the act of drawing, using direct observation, and understanding the qualities of handmade and technological processes
- The work and outcomes allow for problem solving, reflecting on the process and materials explored. Solutions are developed and skills honed as the work progresses. Plans, ideas and development are part of the creative journey, as is making mistakes and being able to correct them
- There is a curiosity in how the materials will work and can be utilised, imagination and creativity are piqued with stimulus and resources to support projects and outcomes, experimentation allows for creative freedom and working to briefs
- The work of Artists, Craftspeople and Designers will instigate discussion, inquisitiveness and be an inspiration. There will be understanding of the context in which artworks are made and the cultural diversity and historical references from which they come will be valued
- Understand that everything in the world we use on a day-to-day basis has been created by Artists, Craftspeople and Designers. Their reach is far and future jobs require creativity and aesthetic input so it's value in society and its future is a huge part of the potential employment market
- Create works which they are proud of and celebrate their creative journey, experience and skill set. As well as practical skills, verbal and written analysis demonstrating understanding of processes, techniques, concepts and purpose.