



Harmonize Academy

Subject Overview

Art and Design



The **Art and Design** Department at Harmonize Academy offers a broad, balanced, and inspiring curriculum that engages students in visual, tactile, and sensory experiences to communicate ideas and meanings. Through both traditional and contemporary media, students develop technical skills, creativity, confidence, and imagination.

Our curriculum encourages students to explore and appreciate art, craft, and design from diverse times and cultures, deepening their understanding of the contexts in which artworks and artefacts were created. Critical reflection is a key component of the learning process, as students evaluate their own work and that of others to consider quality, value, and meaning.

Student artwork is regularly exhibited throughout the school, providing opportunities to showcase creativity, build confidence, and celebrate achievement. The department also actively seeks partnerships with both internal teams and external organisations to further enrich the artistic experiences of students.

How do we deliver Art and Design?

Key Stage 3 The KS3 Art and Design Curriculum at Harmonize Academy fosters a lifelong appreciation of Art and Design regardless of ability. The curriculum stimulates and exercises creativity whilst developing artistic skills, techniques, knowledge, independence, and confidence. Through the delivery of the Art and Design curriculum students will succeed to develop a love of Art and Design for pleasure.

KS3 Curriculum enables students to:

- Develop an ability to realise creative thoughts, ideas, imagination, and dreams.
- Have a deep cultural knowledge and understanding.
- Gain a wide range of art, craft, and design experiences.
- Challenge to think about great themes of existence.
- Enable young people to discover themselves and find their creative voices.
- Encourage metacognitive thinking to foster problem solving and independent learning.

The KS3 Units of work reflect on the Key stage 3 National Curriculum programmes of study notion that pupils develop skills in order to be able to;

- produce creative work, exploring their ideas and recording their experiences;
- become proficient in drawing, painting, sculpture and other art, craft and design techniques;
- evaluate and analyse creative works using the language of art, craft and design;
- Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Students acquire and apply knowledge and understanding of:

- The visual and tactile qualities of materials and processes and how these can be recorded, manipulated and matched to ideas, purposes and audiences;
- Codes and conventions and how these are used to represent ideas, beliefs and values in works of art, craft and design;
- Continuity and change in the purposes and audiences of artists, craftspeople and designers from Western Europe and the wider world.
- History of art, craft and design periodically from ancient times to modern day.
- Analyse and evaluation of their own work and the work others, in order to strengthen the visual impact of their overall outcomes of their own work.

Key Stage 4 (KS4)

GCSE Art and Design (Key Stage 4)

Examination Board: AQA Specification: GCSE Art and Design: Art, Craft and Design

Code: 8201

Duration: 2 Years (Year 10 and 11)

Assessment:

- **Component 1: Portfolio (60%)**
- **Component 2: Externally Set Assignment (40%)**

GCSE Art at Harmonize Academy is a dynamic and exploratory course delivered across Years 10 and 11. Students develop technical and creative skills while exploring personal themes and cultural contexts through a wide range of media.

Projects may include:

- Pop Art
- Surrealism
- Identity
- Ceramics
- Textiles
- Mixed Media

Students are encouraged to produce personal and meaningful responses through experimentation and critical reflection.

Component 1: Portfolio (60%)

Students build a portfolio showcasing their development of ideas, technical skill, and creativity. The portfolio includes work from different projects and media, demonstrating a range of techniques and concepts.

Component 2: Externally Set Assignment (40%)

Students respond to a starting point provided by AQA, developing a personal project culminating in a **10-hour practical exam**. This component assesses:

- Idea development
- Artist research and contextual understanding
- Experimentation with materials and techniques
- Realisation of a final outcome aligned with AQA objectives

Skills Students Will Develop

- Contextual understanding: exploring historical, cultural, and social influences in art
- Technical skills in drawing, painting, sculpture, printmaking, and digital media
- Media and materials: ceramics, textiles, graphic media, Photoshop, mixed media
- Critical thinking and reflection: evaluating their own and others' work

Future pathways

Why Choose Art?

GCSE Art is ideal for students who enjoy expressing ideas visually, working independently, and thinking creatively. The course supports progression into further education in Art & Design, and careers in the creative industries such as fashion, graphic design, fine art, and media