

## **Art**

### **In class**

More able students are set a wide range of differentiated tasks in class to extend their skills. Examples of grade 8/9 GCSE work and A/A\* A-level work are regularly referred to with guidance given on how to achieve this. All Art rooms have exemplar work displayed extensively throughout. More able students are provided with more complex themes to explore and are encouraged to develop a wider variety of media and materials. Students demonstrating a high level of flair are guided to study more detailed artists and images and taught how to use finer skills in drawing, media and design work. Homework includes extension tasks for the more able.

### **Educational Visits & Trips**

A number of trips take place every year and have included visits to art galleries such as The Tate Modern and The Royal Academy. Here, our more able students, can be extremely motivated by seeing exhibitions and are able to sketch immediately with new stimuli fresh in their minds.

Selected students have been invited to participate in workshops led in school by visiting artists in order to explore alternative techniques and areas within Art, for example: cardboard sculpture. In a joint trip with Design & Technology to the Warner Brothers studios students attended practical workshops to learn skills in the production of film props.

### **Extra-curricular**

Art club is open every lunchtime and after school for more able students to develop their skills further.

More able students in year 11 are able to sign up for a six session life drawing course. Within photography, students are able to attend after school sessions to learn dark room techniques. More able pupils in key stage 3 are encouraged to enter a School House Competition with the winning design awarded house points.

One of the most recent Art competitions that we are encouraging more able students to enter is the Royal Academy Young Artists Summer Show. Selected students will also be invited to present and discuss their work with students from our partner primary school.

## **Design and Technology**

We are lucky, as a subject, that the new D&T syllabus guides students towards an iterative approach to their work, encouraging more able students to be independent and develop creative problem solving skills. We actively encourage students to stretch the boundaries of what is expected of them and allow them to produce innovative and individual work.

The following is a list of some of the strategies adopted by the D&T Faculty to challenge and inspire D&T more able students to achieve their full potential:

### **Differentiation**

- Access to classroom displays and video instructions to encourage independent work.
- Access to exemplar work and mark schemes to model what a high grade piece of work looks like.
- Encouragement to use challenging resources and equipment to produce a complex outcome.
- Encourage students to draw upon their own interests to develop solutions to problems that fulfil the requirements of projects.
- Actively encouraging students to develop recipes and adapt them to utilize their strengths.
- Group work by ability to encourage high order problem solving.

### **Resilience**

- Revisiting work that is not up to a high standard requiring students to make improvements.
- Using the mark scheme and examiners reports to encourage independent learning.

### **Self-Confidence/Leadership**

- Election to 'expert' status to help less able pupils to problem solve.
- Peer to peer support across year groups.
- Taking a lead role in the Faculty Summer Exhibition i.e. helping to choose work and set up displays for the exhibition etc.
- Students are encouraged to teach others in small groups to develop summarizing, question generating, clarifying and predicting skills.
- Within many of the topics covered are opportunities to share ideas with the whole class in the form of presentations.

### **Enrichment**

- Learning new skills at the STEM afterschool club.
- After school food club for KS3 to develop practical skills further.
- Students are invited and inspired to take part in cooking competitions such as the Rotary Club Young Chef as former pupils have gone on to win the regional finals.
- Enrichment workshops such as: game preparation.
- Participating in a team to build a remote control robot and enter the annual Rampaging Chariots competition.
- Inviting expert guest speakers to support and develop students' knowledge outside of the classroom i.e., chefs, animators and engineers from industry.

## **Educational opportunities, visits and trips**

- Design Museum Trip – opportunity to gain inspiration from the very latest product designs which solve real-life problems.
- Warner Brother Studio tour in conjunction with the Art department: The making of Harry Potter – an opportunity to see design in a relatable context.
- Gastro food trip to a local restaurant to experience first-hand learning opportunities in the food industry.
- Residential trip to a European city to experience culture and food from that country.

## **Other**

- Opportunity to gain advice and assistance with portfolio for University applications.
- Being informed and encouraged to attend current exhibitions and other events of interest.
- Being informed and encouraged to watch relevant TV programmes.
- Opportunity to have support and guidance with relevant EPQ and DofE projects.

## **Faculty contact:**

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