

Art Policy

2022 - 2023

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Contents

		Page
1	Context	3
2	Aims	3
3	Course structure & content	3
4	Functional Skills	4
5	Planning	4
6	How is ART taught at LAMP	5
7	Timetabling	5
8	Assessment	5
9	Involvement with other key staff at LAMP	6
10	Progression	6
11	Links to other policies and documents	7

1. Context

The Leamington LAMP Art & Design Curriculum provides our students, when ready, to study for accredited qualifications with NCFE and OCR. These are;

- NCFE Level 1 Certificate in Creative Craft using Art & Design
- NCFE Level 2 Certificate in Art & Design
- OCR Level 3 Introductory Diploma in Art & Design

2.Aims

The art & design curriculum at LAMP aims to;

- make links with the PSHE curriculum e.g. by studying artists from different cultures
- embed skills in English and Maths e.g. writing portfolio entries on their e-portfolios
- ensure students understand the health and safety requirements of the subject

3. Course structure & content

NCFE Level 1 Creative Craft using Art & Design

Mandatory Units

UNIT 01 Explore available resources to develop basic art and design skills

- 1.1 explore the characteristics of available art and design resources
- 1.2 identify a range of suitable materials and techniques
- 1.3 explore a range of tools and equipment for art and design
- 1.4 explore and develop basic art and design skills
- 1.5 maintain a safe working environment

UNIT 02 Explore and develop art and design ideas creatively

- 1.1 identify and use a range of different sources to collect ideas for development
- 1.2 record ideas, observations and experiences
- 1.3 discuss a range of art and design ideas with Tutor
- 1.4 record the creative development of art and design ideas with reference to feedback
- 1.5 maintain a safe working environment

UNIT 03 Create, present and review final Art and Design items

- 1.1 plan and prepare for production of final art and design work
- 1.2 use ideas developed to inform production of final work
- 1.3 produce the art and design item(s) showing a basic level of skill
- 1.4 present final art and design item(s)
- 1.5 review the whole creative process
- 1.6 maintain a safe working environment

NCFE Level 2 Art & Design

Mandatory Units

UNIT 01 Investigate sources of ideas in art and design

1. Be able to research aspects of both primary and secondary source material to support development of art and design work

- 1.1 Use a range of primary and secondary sources
- 1.2 Illustrate how visual language and formal elements are used in secondary sources
- 1.3 Describe findings about the contexts of selected secondary sources
- 1.4 Apply health and safety procedures

UNIT 02 Explore and use art and design materials, techniques and visual language

1. Understand the use of visual language, processes, methods and materials in art and design
 - 1.1 Demonstrate the properties of a range of art & design materials
 - 1.2 Select suitable materials for a particular purpose
 - 1.3 Apply a range of techniques
 - 1.4 Select suitable techniques for a particular purpose
 - 1.5 Use visual language in exploring materials and techniques
 - 1.6 Demonstrate selected techniques
 - 1.7 Apply health and safety procedures when handling materials and using techniques

UNIT 03 Produce final art and design work

1. Be able to plan and produce final art and design work
 - 1.1 Develop a work schedule for production of final art and design work
 - 1.2 Use ideas developed to inform production of final art and design work
 - 1.3 Use visual language and its formal elements effectively in the production of the final art and design work
 - 1.4 Demonstrate competent use of tools, techniques and materials
 - 1.5 Apply health and safety procedures
 - 1.6 Use an appropriate context to present final work
 - 1.7 Assess final work

UNIT 04 Working in the art and design industry

1. Know about organisations in the art and design industry
 - 1.1 Identify how organisations operate in the art and design industry
2. Know about job roles in the art and design industry
 - 2.1 List job roles within the art and design industry
 - 2.2 Describe the characteristics of job roles within the art and design industry

UNIT 05 Building an art and design portfolio

1. Understand the purpose of an art and design portfolio
 - 1.1 Describe how artists and designers use portfolios
2. Be able to present an art and design portfolio
 - 2.1 Present an art and design portfolio
 - 2.2 Justify reasons for selecting work for an art and design portfolio

OCR Level 3 Introductory Diploma in Art & Design

Mandatory Units

Unit 1 - Art & Design in Context

Unit 60 – Fine Art Drawing

Unit 61 – Fine Art Painting

Unit 63 - Contemporary Fine Art

Unit 10 – How Artists and Designers use 2D materials, techniques and processes

Unit 13 – Realising an Outcome for a Specialist Art or Design Brief

4. Functional Skills

Functional skills are embedded in the art course through the following ways;

- Researching artists from different cultures
- Writing entries to their portfolios

5. Planning

Schemes of work are created with the assessment objectives (AOs) as the focus. The aim is to make sure the students are prepared for any assessments, as well as fostering engagement and enjoyment in the subject.

There are times throughout the course when the SOW must and will be adapted e.g. when class sizes, dynamics and abilities change.

Due to the small class sizes at LAMP and the individual needs of the students, the teacher has a flexible approach to planning each lesson and formal lesson plans are not written. Daily lesson logs are completed by teaching staff which, in turn, form a tracking system on student progression and are used to inform ongoing lesson planning.

6. How is Art taught at LAMP?

Classes are taught in small groups in the art studio. A teaching assistant is available in class for the majority of the timetabled art lessons. Teaching and Learning is differentiated, and students are able complete activities based around their interests as well as those required for the course.

Where a student is too anxious to study for an accredited qualification or they have been away from education for an extended period, engagement sessions, possibly 1:1, will take place to increase confidence in the subject area.

Classes in art are timetabled for both single (1 hour) and double (2 hour) sessions dependent upon student need.

7. Timetabling

Art at LAMP is currently timetabled as follows;

Art	Is available all week
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8. Assessment

Induction:

When students arrive at Lamp there is an informal induction process to gauge their abilities. This will usually be in the form of an initial conversation about their previous experience with the subject, what qualifications have they already obtained etc. A basic task is then set in order to gauge the students practical skill set. This will usually be in the form of an observational drawing task. This gives a good indication of how able they are handling tools and equipment as well as assessing their drawing skills. A colour wheel task will also be set to gather how much the student knows about colour theory and their blending skills. Over the course of about 4/5 lessons, the students skills will be assessed in this way in order to decide which course level is most appropriate for the student. This will continue to be monitored and necessary changes will be made accordingly.

Teachers will also take direction from the student's EHCP and, if available, information provided by the previous school and/or last placement of the student. Once in the classroom, the teacher will continue to assess skills through the tasks completed in class.

Health & Safety is covered as part of the induction process. Students are made aware of potentially hazardous equipment they may come into contact with throughout the course. A checklist of health and safety measures is gone through with the students and then ticked off to show understanding.

During the course:

Progress and achievements are regularly monitored and discussed with teachers, the IQA and SLT throughout the year. Student reports are written twice yearly and subject staff feed progress update information into the half termly progress reviews that are held with parents, referrers and students.

Tracking sheets are updated at the end of each lesson in order to keep track of progress where each student is on the course.

Sketchbooks are used by the students documenting their progress through the course. This is marked regularly as each Unit is completed.

At the end of the course:

In order for students to achieve the qualification all sections of each Unit within the course must be completed to an appropriate standard.

9. Involvement with other key staff at LAMP

Internal Quality Assessor

The subject leader for Art works closely with the Internal Quality Assessor, throughout the year, through the close monitoring of the teaching and learning process and outcomes in Art to ensure that they keep to the requirements of the NCFE and OCR specification.

SENCO

The subject leader for Art works closely with the SENCO to ensure that they are aware of individual student SEN.

Education Quality Manager

The subject leader for Art works closely with the Quality Manager, throughout the year, through the close monitoring of the teaching and learning process and outcomes in English.

10. Progression

Students can progress from the Level 1 Creative Craft course onto;

- NCFE Level 2 Award in Creative Craft
- NCFE Level 2 Certificate in Creative Craft
- NCFE Level 2 Certificate in Art and Design.

Students can progress from the Level 2 Art & Design course onto;

- NCFE Level 3 Certificate in Art and Design
- NCFE Level 3 Diploma in Creative Media (Graphic Design)
- NCFE Level 3 Extended Diploma in Creative Media
- NCFE Level 3 Diploma in Creative Media (Animation)
- NCFE Level 3 Extended Diploma in Creative Media (Animation)
- NCFE Level 3 Certificate in Photography
- NCFE Level 3 Diploma in Photography
- NCFE Level 3 Certificate/Diploma/Extended Diploma in Creative Media (Interactive Media)

Students can progress from the Level 3 Art & Design course onto;

11. Links to other policies and documents

- Curriculum Policy
- Timetable
- Art Curriculum Plan
- Marking Policy
- Teaching & Learning Policy