Year 9 Curriculum

In art and design students develop skills in order to be able to:

1. Explore and develop ideas

Students should be taught to:

1. Record and analyse firsthand observations, to select from experience and imagination and to explore ideas for different purposes and audiences
2. Discuss and question critically and select from a range of visual and other information (eg, exhibitions, interviews with practioners, CDROMs) to help them develop ideas for independent work
3. Organise and present this information in different ways, including using a sketchbook
4. Investigate and make art, craft and design

Students should be taught to:

1. Investigate, combine and manipulate materials and images, taking account of purposes and audience
2. Apply and extend their experience of a range of materials and processes, including drawing, reefing their control of tools and techniques
3. Experiment with and select methods and approaches, synthesise observations, ideas and feelings and design and make images and artefacts
4. Evaluate and develop work

Students should be taught to:

1. Analyse and evaluate their own and others’ work, express opinions and make reasoned judgements
2. Adapt and refine their work and plan and develop this further, in the light of their own and others’ evaluations
3. They acquire and apply Knowledge and understanding of:
4. The visual and tactile qualities of materials and processes and how these can be manipulated and matched to ideas
5. Codes and conventions and how these are used to represent ideas, beliefs, and values in works of art, craft and design
6. Continuity and change in the purposes and audiences of artists, craftspeople and designers from Western Europe and the wider world (eg, differences in the roles and functions of art in contemporary life, medieval, Renaissance, and post-Renaissance periods in Western Europe and in different cultures such as Aboriginal, African, Islamic and Native American)

*Breadth of study*

During the key stage students should be taught knowledge, skill and understanding by:

1. Exploring a range of starting points for practical work including themselves, their experiences and natural and made objects and environments
2. Working on their own and collaborating with others on projects in 2D and 3D and different scales
3. Using a range of materials and processes including ICT (eg, painting, collage, printing, textiles, sculpture and digital media)
4. Investigating art, craft and design in the locality in a variety of genres, styles and traditions, and from a range of historical, social and cultural context.