

# **Art Design and Technology at Wren**

## **Departmental vision**

Our approach to Art, Design and Technology at KS3 is based on the belief that traditionally separate subject areas (food, photography, electronics, sculpture etc) are linked by one key skill - design. We aim to maximise on this link and break down the boundaries between discrete material areas. Therefore ADT is taught as an integrated subject and by naming schemes of learning in a way that does not restrict learners to one choice of material, we open up possibilities to combine materials and skills. An example of this would be 'The Senses' in which students will explore this topic through a variety of media: food design, abstract painting and 3D modelling. The curriculum is modelled on the concept that creativity builds upon the mastery of the basic skills. The basic skills in visual language and processes are shared across art, craft, design and technology. Students will experience regular and deep learning in the core skills or learning constants. They will then develop this learning into art, craft, design, technology outcomes, ensuring specific skills are covered. All teachers will be empowered to lead learning in a variety of materials and disciplines.

We are currently planning our KS4 curriculum and expect a high take up as the subject is extremely popular among students. We expect to offer GCSEs in Product Design, Food, Fine Art, Textiles, Graphics and Electronics. In addition, we plan to run a BTEC course for 40 students which will start in Y9. We believe that the integrated approach to the subject at KS3 will strengthen, broaden and deepen students' engagement with more specialised branches of the subject at KS4.

The department strives to delivery high quality, enjoyable lessons in which all students can develop their skills and concepts. The Academy also operates an Enrichment programme, in which many ADT activities are included e.g. product design, land art and architecture.

## **Curriculum and learning approaches**

The department aim is to provide students with a broad and balanced curriculum. The integrated curriculum covers all areas defined by the 'Art and Design' and 'Design and Technology' National Curricula. Our curriculum is designed to encourage creative, expressive, problem solving and critical thinking approaches to learning alongside the skills to do this effectively using visual language. There is a focus on core practical, research and creative problem-solving skills, from which learning will evolve into art, craft, and design technology developments and outcomes. There are opportunities to experiment with and investigate a range of media, techniques, processes and approaches.

In order to promote creative thinking, schemes of learning are designed to promote higher order thinking through problem solving. Students are encouraged to take risks and think in alternative ways through schemes of learning that are ambiguous in brief and non-procedural in how pupils design and make their outcomes. Outcomes produced from our projects tend to be 'individualised' as opposed to imitating a prescribed default design set by the teacher.

## **Staffing**

This year the department has consisted of four teachers with degree specialisms in: product design, graphic design, art and architectural history and fashion. All members of the team teach all aspects of the integrated curriculum. We currently have one full time technician.

## **Accommodation and facilities**

We have recently moved into a newly built ADT specialist block which includes workshop facilities, studio spaces and an electronics specialist room. The classrooms are designed to be multi-purpose and multi-media to support our integrated curriculum. We have a range of CAD/CAM equipment and our rooms are equipped with ICT facilities including Apple Macs. In addition, we have a specialist food design room which is connected to the academy restaurant area. We have plans to set up dark room facilities and a kiln room for ceramics.

## **Additional information**

This is an extremely exciting opportunity for either an NQT or a teacher with a few years experience. Such a person would be willing to learn new skills and teach all areas relating to Art and Design and Technology. As the Academy is rapidly growing there will also be many other opportunities over the next couple of years.

Please feel free to contact Elizabeth Lelliott, Head of ADT at the Academy to discuss anything further. [elizabeth.elliott@wrenacademy.org](mailto:elizabeth.elliott@wrenacademy.org)