



Graphics Curriculum Intent



Our curriculum is built on **engaging, inspiring** and **challenging** learning experiences. Students will be equipped with the **knowledge** and **skills** to **develop** their **creative ideas** and promote **independence** through **exploring** and **creating** diverse, exciting design work.

| Curriculum Principles | Curriculum Intent |
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| Contextual understanding | We want our students to be inspired by what has gone before but what is happening now. Students will be expected to independently research their own artistic influences from past and present through a variety of different art and design movements, styles, companies and brands. |
| Creative exploration | We want our students to become creative and independent learners through exploring a wide variety of ideas, medias, techniques and software within their work. We want our students to not be afraid to make mistakes and become fearless in their pursuit for perfection. |
| Skilful practitioners | We want students to become skilful designers, drawers and makers. This can only be done through inspiring stimulus and carefully taken photographs that are relevant to the intentions of the student. Learners will be encouraged to be self-reflective and not settle for the easiest route. |
| Present personal and meaningful responses | We want all students to carefully refine their work as it develops culminating in a final piece, or series of final pieces, that cohesively links an idea or concept together effectively. The final outcome should be the strongest pieces within the students portfolio and conclude each body of work succinctly. |