

ART AND DESIGN BGE

BOCLAIR ACADEMY ART AND DESIGN DEPARTMENT

Curriculum For Excellence

All practical activities are skill based especially with expressive activity and pupils are encouraged to use a variety of materials and media. Pupils are also encouraged to make a personal input into their practical work. Problem solving is addressed in design where pupils are often asked to work from a design brief. Pupils will complete approximately six projects each in S1 and another six in S2.

Expressive Activity:

This covers

Drawing, Painting, Printmaking and Sculpture. Most projects are similar to the topics listed below:

Who I am - Portraiture

What I see - Your Environment

Things I like - Still Life/Objects

Design Activity:

This covers Graphics & Animation, Fashion Architecture, Mask making, Jewellery, and Ceramics. Emphasis is placed on Skills, Problem solving and Designing in the real world. This usually involves working from a brief e.g.

Architecture: Soft House / Hard House

Product Design: Design a board game



Literacy: Pupils will complete Two written projects over the course of S1 and S2. A Historical and a Critical essay based on selected artists and Designers.

Numeracy: Formal drawing projects are taught with all S1 and S2 classes incorporating Numeracy for, Scaling up perspective and Measuring. This will also be covered in most design activities.

Sketchbooks / Homework: is used in a more holistic way to reinforce drawing skills and to gather information and ideas.

Assessment: Pupils will be assessed on:

The visual Elements

Media Handling Skills

Problem solving in Design

Observational Drawing

Literacy in Art & design

