KS3 ADT

Course Outline for Key Stage 3

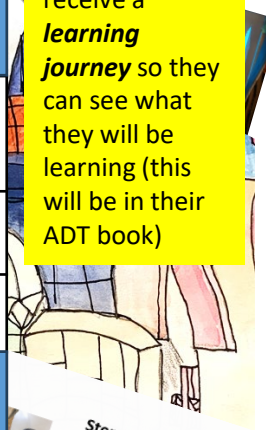
Our vision for Art & Design Technology is that everyone IS creative! We believe that all students should have an opportunity to discover and develop this creativity for themselves. The KS3 curriculum has been designed to give all students a strong foundation for continuing the subjects at KS4 and 5.

Over the three years at KS3 , students will experience a wide range of relevant and challenging projects. These have been designed to give breadth and depth of **knowledge** and **practical skills** to all students.

Ks3 students will follow a subject rotation lasting approximately 6 weeks (In Y9 projects last 9-weeks):

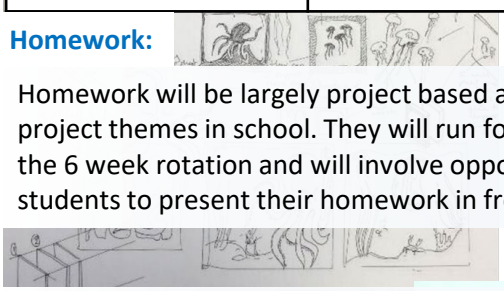
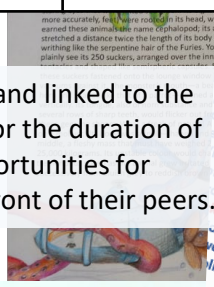
	Year 7	Year 8	Year 9
Food	Food Preparation & Nutrition	'Fake-Away' – quick and healthy alternative to take aways	Factors affecting food choice
Graphics/Photography	Digital Branding - Who Am I?	Digital Branding - Rebranding NASA	
Product Design	Card modelling project	Shadow box - Themed Lighting	Handheld Device – concept modelling
Textiles	Maurizio Anzeri Textiles	E-Textiles	Soft Sculpture
Art	Art foundations	Architectural Art	Art Movements
Ceramics	Gnomes	Coil bowls	

For each topic/project students will receive a ***learning journey*** so they can see what they will be learning (this will be in their ADT book)



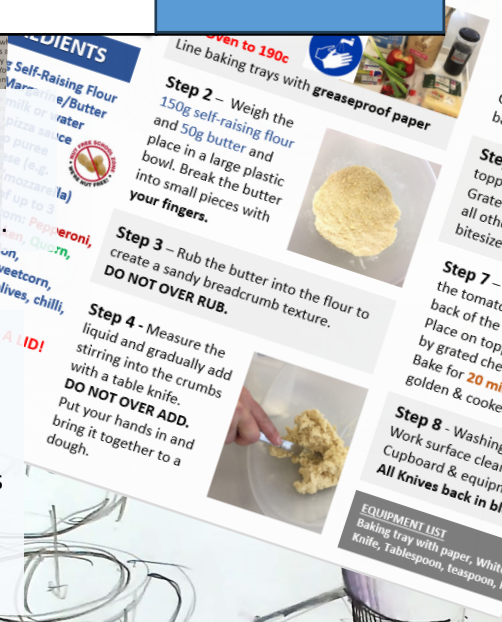
Homework:

Homework will be largely project based and linked to the project themes in school. They will run for the duration of the 6 week rotation and will involve opportunities for students to present their homework in front of their peers.

Assessment and feedback:

During each project students will be assessed based on their **performance** focusing mainly on design & making skills. The ADT assessment and feedback system has been created to be visual & give support and challenge students to improve (see example on next page)



Points of contact:

Your child's ADT teacher

Or Malcolm Simpson – Head of Department – msimpson@tcolc.aspirelp.uk

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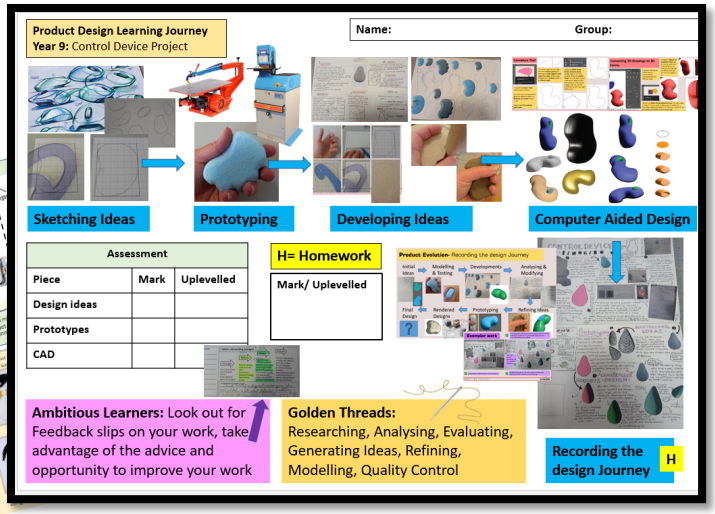
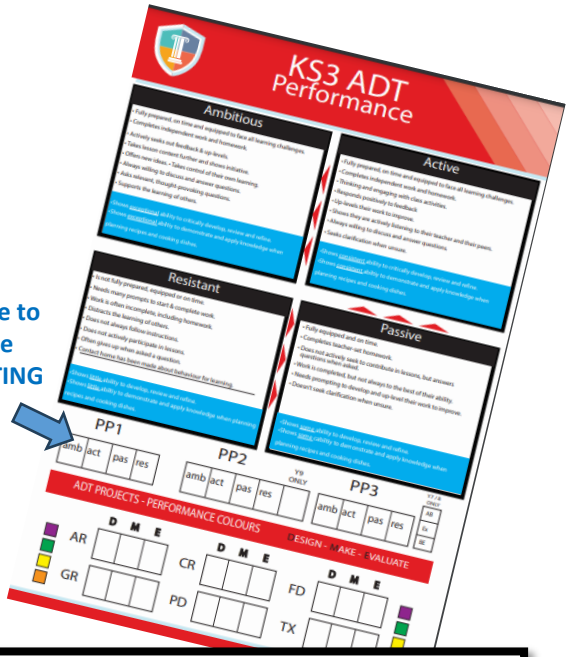
At the start of each project/topic students are given a 'learning journey' with an overview of what they will be learning.



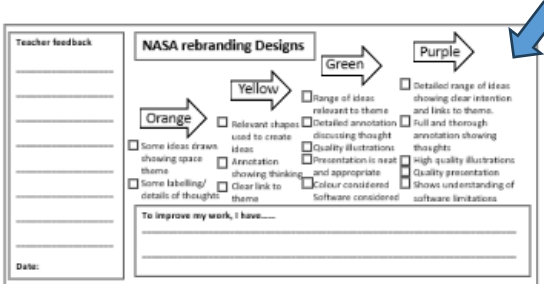
Students also have access to knowledge organisers

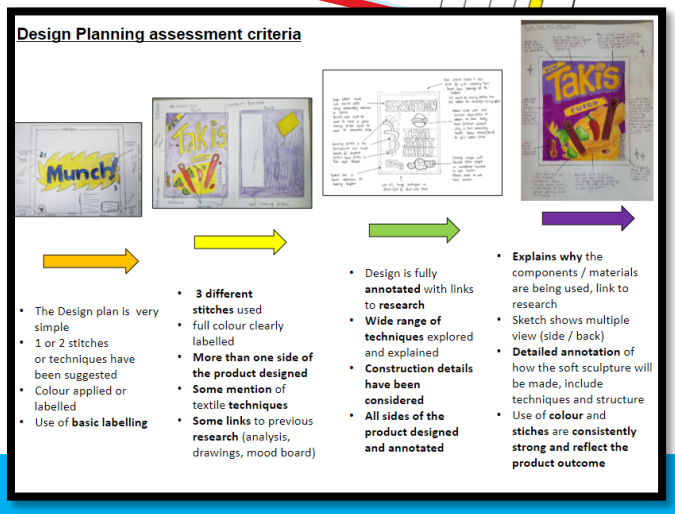
Each project or topic has been planned with key knowledge and skills that are sequenced and embedded across the three years. We have called these 'golden threads' as they are fundamental to ensuring that students have all the necessary knowledge and skills to be more independent and creative designers before Ks4.

We record student progress and attitude to learning on ADT performance sheets; We assess DESIGNING, MAKING & EVALUATING (as part of the National Curriculum).



Example of a feedback slip that students interact with



VAFL Assessment system

As Art and Design Technology is very visual as a subject, we decided to use a colour system linked to exemplar work to help students to make progress. The colour bands are orange, yellow, green and purple. We encourage our students to aim to complete their work to a 'green' or 'purple' standard as this will mean they are more likely to achieve the higher grades at GCSE (if they choose one of the ADT subjects to study)