

Y9 CREATIVE MEDIA



CREATIVE MEDIA AT YARDLEYS

INTENT: This innovative curriculum has been designed to develop creative learners and thinkers who are prepared for life beyond Yardleys School. Through nurturing the designers, engineers, and architects of a more sustainable world creative design will allow pupils to express themselves, give personal responses to concepts and themes and solve real-world problems using practical solutions. A key aim is to ensure that students are able to self-reflect and experience a feeling of being proud and have a sense of accomplishment in the work they produce. Students are encouraged to take risks and question the world around them by understanding that design is all around us. Students will be able to appreciate the cultural and therapeutic benefits of creative design.

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The main focus is for pupils to develop their creativity skills and their ability to take risks and experiment with their designs. Skills developed in DT and Art across the last 3 years will be brought together in order to complete a creative outcome of a 2D or 3D outcome.

YEAR 9

Theme	Creative History	Biomimicry 1	Biomimicry (digital)	2D Outcome	3D Outcome
SUBSTANTIVE KNOWLEDGE	Students conduct research into a range of artists and designers from the last 100 years. Pupils look at examples of their work and collect portfolio of evidence including images, notes and independent research. Pupils practice techniques relating to their chosen designer.	Creative research and drawing activities on the theme of Biomimicry.	Development of Biomimicry using computer aided systems.	Develop and design a 2D outcome that combines year 9 knowledge of artists and designers with Biomimicry.	Develop and design a 3D outcome that combines year 9 knowledge of artists and designers with Biomimicry.
DISCIPLINARY KNOWLEDGE	Possible design movements: Art Deco Art Nouveau Memphis Artists/Designers: Kandinski Klee Mondriam Sottsass Philippe Starck	Looking at the work of artists such as Andy Goldsworthy and others influenced by forms and patterns from nature.	Photoshop/CAD	How to plan and develop a 2D outcome combining knowledge from HT1 - 4	How to plan and develop a 3D outcome combining knowledge from HT1 - 4