

Art and Design

During S2 pupils will complete a number of units of work covering Design and Expressive themes. Drawing as always is regarded as an indispensable and essential basic skill. Three-dimensional work will be included in any of the relevant topics. The sequence and timing of projects is variable, depending on the teaching group, although a balance is always maintained between:

- observation and recording
- analysing and exploring
- thinking and feeling
- criticism and appraisal
- skills and materials handling

Several of the topics will be extended in order to provide pupils with the opportunity to work in depth and develop their practical skills at Intermediate 1 level, and in addition pupils will be introduced to written critical activities at Intermediate 1 level.

Homework will have to be undertaken on a regular basis and will form an integral part of the coursework.

Curriculum for Excellence (10 period block)

In addition to the two Art periods in a week, pupils will be taught development and computing skills by a member of the Art Department. This short course establishes the necessary IT skills which form an integral part of Art & Design studies from S1 to S6.

Assessment

This usually takes place at the end of a project but the individual elements are continuously assessed throughout the session. These include media, line, tone, texture, colour, form, shape, proportion, perspective, composition, pattern and mood. A final assessment is made prior to reports being written. Pupils are involved in evaluating their own work as well as the work of their peers.