



PERSONAL DEVELOPMENT AT ST IVES SCHOOL

CREATIVE ARTS - CURRICULUM INTRODUCTION STATEMENT OF INTENT

GRAPHICS

Extending creative education, via extra-curricular activities, is an important theme that is embedded within the ethos of Creative Design Faculty at St Ives School. It enhances depth and range of student experiences, and helps students develop aspects of their character, thereby building pride and self-esteem. Additionally, it provides an awareness of success outside of a rigid academic framework. The wellbeing benefits that this generates can be considerable.

Living in a community with a rich artistic fabric adds an extra dimension to this. A direct link to employment and community involvement illustrates to students that their passions and skills can result in viable futures that they are able to relate to. This may be a direct association, or more far reaching opening up further and high educational experiences. Experiences such as visiting art galleries develops engagement with people and structures in the arts community. Visiting galleries gives students the opportunity to explore the textures of paintings up close, and the scale of a large canvas or sculpture. This puts art into a completely different perspective to viewing it on a phone or a laptop. Many galleries have interactive areas where students can create and learn from the environment around them. They can do this in a space where creativity is valued, without the outside distractions. We explore as many of these opportunities as possible.

Creativity boosts the emotional intelligence, providing students with experiences that generate empathy and expose them to new worldviews and ideas.

Even if the experiences are not immediately relatable to all students, it can give insights into other experiences and emotions, and generate feeling and discussions that enable young people to explore and question core beliefs and emotions. This can make them consider their values and behaviours, which can lead to considerable personal growth. This promotes growth, respect, and tolerance, all key aspects of a rounded education.

The potential for cross-curricular learning is explored, and investigation led learning comes to prominence. The skills acquired are fluid and transferable and benefit deep learning within school. The building of collaborative working structures are highly beneficial in the modern employment arena.

Literacy development can be generated, as emotional experiences widen the need to express yourself with wider vocabulary and communicate deep feelings in an articulate way.

Extracurricular experiences also supports critical thinking in a range of curriculum subjects; using creativity to evaluate, analysing, and interpreting sources; exploring what messages paintings put across and the methods the artists used; examining the historical environment particular works were made in and how they were viewed at the time.

A lot of these experience are framed within an international experience. This is highly beneficial to some of our students who have tendency to be a little insular in their outlook. We want to open them up to the benefits of being a productive global citizen. Extra-curricular links can help develop higher critical and creative thinking skills, which often has a link to environmental aspects. Therefore the potential to develop themes such a climate intervention and health consideration often flourish. Additional students often develop effective tools for mindfulness during creative experiences.

Living within a rich artistic and creative community means that extra-curricular activities are financially more viable and this enable all students, especially disadvantaged students to experience opportunities, which may be limited outside of school. Extra-curricular experiences give students the opportunity to put their designs into practice and empathise with user needs. Using technology to develop products minimises waste, uses local materials and has sustainability as a focal consideration. Students develop a critical understanding of the impact of design and technology on daily life.

DESIGN & TECHNOLOGY

Design & Technology allows students to develop a multitude of personal and interpersonal skills that are transferrable to many aspects of their everyday life. Collaboration, communication, organisation, problem-solving, awareness of others and enhancing personal wellbeing are core values that are embedded in all aspects of the curriculum.

Design & Technology gives students greater insight into the world around us through carefully considered study into the natural and built environments. Where possible, these links are made through real-life contexts and a hands-on approach giving students the ability to relate on a personal level to these concepts.

Students learn to develop skills in resilience, developing patience and care working on longer term project work and learning how to be adaptable in the face of problems. Students benefit from increased engagement through more practical applications, enjoyment and fulfilment through using creative skills and the opportunities to work on themes of personal interest to them.

- Development of problem-solving and analytical skills.
- Improvement of organisational and forward-planning skills.
- Learning how to collaborate with others as well as showing leadership skills.
- Developing communication skills.
- Increasing resilience.

Frequent links to wellbeing, relationships and living in the wider world. The cross-curricular nature of the subject means that many aspects of the content taught can be linked to personal experiences and future career considerations.

TRIPS/OUTREACH

Big Bang Fair – STEM exhibition in the summer term.

Eden Project – Visits to education centre and engagement with any ongoing initiatives.

Goonhilly Earth Station - Visits to education centre and engagement with any ongoing initiatives.

Outreach work to local Primary feeder schools to support with Design & Technology curriculum – supported by selected students.

CREATIVE ARTS- PROGRAMME

The table below shows all the enrichment and extra-curricular opportunities available to students throughout the year.

Year Group	Activity
Year 7	GRAPHICS: Tate Gallery trip Rotary Photography competition – National competition D&T: <u>Faraday Challenge</u> – STEM teamworking competition competing against local schools to solve a design and making activity, often with a humanitarian context. <i>KS3 students</i> <u>Rotary Club Challenge</u> – STEM teamworking competition competing against local schools to solve design challenges. <i>KS3 students</i> ART: Visit to Tremeneere Sculpture Gardens
Year 8	GRAPHICS: Printmaking workshop: St Ives Women in engineering: STEM Careers Truro college Creative Design assembly Rotary Photography competition – National competition D&T: <u>Faraday Challenge</u> – STEM teamworking competition competing against local schools to solve a design and making activity, often with a humanitarian context. <i>KS3 students</i> <u>Rotary Club Challenge</u> – STEM teamworking competition competing against local schools to solve design challenges. <i>KS3 students</i> ART: Link with Newlyn Art Gallery visit and work with Gallery staff

<p>Year 9</p>	<p>GRAPHICS: Truro College 'A' Level exhibition. Mashiko collaboration. Tate Gallery visit. Bronze Arts award Rotary Photography competition – National competition <u>Ventura Design Challenge</u> – National competition set by the Design Museum. Teamworking design competition to solve a set design brief. <i>Y9 & 10 Students</i></p> <p>ART: Link with John Howard Printmaking Studios Penryn (Studio visit and link with the Artist)</p>
<p>Year 10</p>	<p>GRAPHICS: Falmouth University Degree show: June Rotary Photography competition – National competition</p> <p>D&T: <u>Ventura Design Challenge</u> – National competition set by the Design Museum. Teamworking design competition to solve a set design brief. <i>Y9 & 10 Students</i></p> <p>ART: Link with The Kurt Jackson foundation (visit and work with the Artist)</p> <p>PHOTOGRAPHY: Work with Photography and Film Department Falmouth University <i>(Dark room visit and work with 2nd Year Photography & Film students)</i></p>
<p>Year 11</p>	<p>GRAPHICS: Rotary Photography competition – National competition Truro college Creative Design assembly: Courses on offer Tate Gallery final GCSE exhibition</p> <p>D&T <u>Technology Design Innovation (TDI) Challenge</u> – National competition set by the Manufacturing Technologies Association. GCSE students submit completed NEA project work and chosen entries attend a competition event where they present their work to industry leaders and can win support with developing the project commercially. <i>Y11 Students</i></p> <p>ART: Links with the National Gallery and the National Portrait Gallery</p> <p>PHOTOGRAPHY: Links with National Gallery and the National Portrait Gallery</p>