



# 3D Technology, Art & Design Curriculum Intent



Our curriculum is built on **engaging, inspiring** and **challenging** learning experiences. Students will be equipped with the **knowledge** and **skills** to **develop** their **3D creative ideas** and promote **independence** through **exploring** and **creating** diverse, exciting design work.

Curriculum Principles	Curriculum Intent
Contextual understanding	We want our students to be inspired by what has gone before but what is happening now. Students will be expected to independently research their own artistic influences from past and present through a variety of different art movements and styles
Creative exploration	We want our students to become creative and independent learners through exploring a wide variety of ideas medias and techniques within their work. We want our students to not be a afraid to make mistakes and become fearless in their pursuit for perfection
Skilful practitioners	We want students to become sculptures, model makers and designers. This can only be done through inspiring stimulus that are relevant to the intentions of the student. Learners will be encouraged to be self-reflective and not settle for the easiest route.
Present personal and meaningful responses	We want all students to carefully refine their work as it develops culminating in a final piece that cohesively links an idea or concept together effectively. The final outcome should be the strongest piece within the students portfolio and conclude each body of work succinctly.