

Intention of Creative Arts

The shared vision across the Creative Arts faculty actively encourages the use of transferable skills between all Visual Arts subjects and others within the college. In addition, we also recognise that even those who do not pursue a creative subject at MV16 will also be exposed to the Arts and culture in a more subconscious way through our displays and promotional/celebratory events, which benefits the wider school community by enhancing the 'cultural capital'.

All learners are taught to appreciate the value of Visual Arts not only for pleasure but also the commercial value of associated industries. We recognise for some a pursuit of a career in the arts may be frowned upon in the wider community without appreciating the value of the creative industry in the national economy. We reinforce how the creative industries are important for future growth and employment e.g. Between 2011 and 2018, creative industries employment has mushroomed by 30.6 per cent, compared to the UK average growth of 10.1 per cent during that period. The UK creative industries are vitally important to future economic growth and the creation of new jobs; equating to a total of £101.5 Billion per year to the British economy (2018).

Learners support their own learning journey through wider research of historical and contemporary artists and designers to further embed their creative thinking. Creative staff keep up to date with the breadth of the content within undergraduate courses and industry in order to ensure that a contemporary knowledge led curriculum is delivered. The subject provides an extensive variety of experiences that supports students' transition from college to university or employment and which also reflects individual's artistic and academic ambition. Learning is further enhanced by trips to see local and national exhibitions, visiting university speakers/ex-students and participating in practitioner led workshops.

All visual arts subjects provide an extensive variety of experiences that supports not only prior learning but also students' transition from college to university or employment and which also reflects individual artistic and academic ambition. Knowledge from Key Stage 2 and 3 Art & Design national curriculum is used as an initial stepping stone to create an ambitious learning journey through A level study. Three out of our four subjects require no previous experience of the subject at Key Stage 4, despite this the learners rapidly gain progress through a rich and challenging skills based schematic programme which allows them to quickly and confidently apply their newly acquired knowledge, skills and understanding to produce responses to the creative briefs set.

Graphics

The Graphic Communication course at MV16 is purposefully planned for individuals to build an exciting and creative portfolio of work that is highly relevant to a multitude of Design and Illustration post 18 pathways. Students explore a wide range of materials, tools, techniques and processes including digital and hand drawn illustration, which will enable them to confidently apply their newly acquired knowledge, skills and understanding to produce their own commercial designs responding to real world graphical needs.

Art

The A' level Art and Design curriculum at MV16 is designed to challenge and enable students to explore a wide range of contemporary mixed media approaches alongside traditional fine art painting and drawing, with the intent that students will be able to confidently apply their newly acquired knowledge, skills and understanding to their own impressive 2D/3D personal outcomes and articulate this journey effectively.

Textiles

The A' level Textiles curriculum at MV16 is designed to enable students to explore a wide range of materials, tools, techniques and processes including free machine embroidery and construction skills, with the intent that students will be able to confidently apply their newly acquired knowledge, skills and understanding to their own impressive garments and articulate this journey effectively.

Photography

The A' level Photography curriculum at MV16 is designed to enable students to explore DSLR camera equipment, studio equipment, editing techniques using industry specific software and processes, with the intent that students will be able to confidently apply their newly acquired knowledge of, skills and understanding to their own impressive personal outcomes.