

The Creative Arts  
at Denstone College



Art and Design plays a vibrant part in the College provision with a benefit which stretches beyond subject boundaries. As well as being subjects in their own right, the study of art and design and technology sparks creativity across the curriculum, encouraging enquiring minds, imaginative approaches, self-discipline and persistence, producing job ready, creative, analytical and innovative problem solvers.

UK creative pioneers and entrepreneurs are renowned for their originality, providing business with the creative imagination that drives commercial success. Creativity therefore has a rightful place alongside numeracy and literacy in the skills required by employers today and this guarantees the place of Art and Design on the curriculum. The UK's creative industries are now worth around £84 billion per year to the UK economy. Encompassing sectors ranging from architecture, engineering, automotive design, designer fashion, film, video games, music, publishing, product design, software, television and radio; the creative industries employ approaching two million people and the sector is growing faster than any other industry sector (DCMS Creative Industries Economic Estimates 2016.) 1 in 11 of all UK jobs now fall within the creative economy.

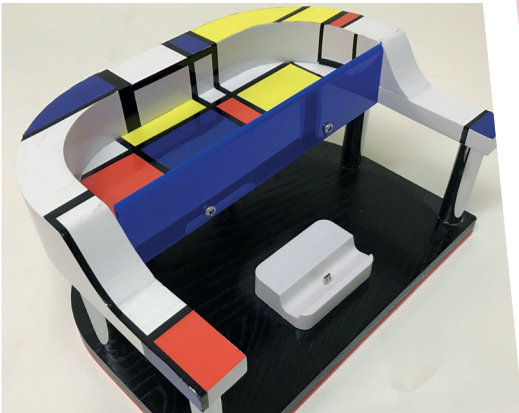
Art and Design and Technology is a rich and varied field. It includes photography, printmaking, film, sculpture, ceramics, stitched, printed, woven and constructed textiles, product design, furniture design, fashion design and much more. Above all, it inspires personal expression and creative and practical responses. It promotes imaginative risk-taking and provides solutions to the questions and issues which arise in daily life. It is also the starting point for a range of careers from spacecraft engineering to surgery. Indeed, according to Professor Roger Kneebone, Professor of Surgical Education and Engagement Science, Imperial College London, "Design and Technology teaches young people to 'think with their hands.' The ability to use tools and materials to solve problems is vital, and is as important in medicine and surgery as in the jeweller's workshop or the sculptor's studio. Now more than ever, D&T is a crucial subject for every young person."

A Denstone creative education inspires and challenges its young people, equipping them with the knowledge and skills to participate in, experiment with, invent and create their own works of art, and design. They are empowered to think creatively and critically and students are prepared to participate confidently and successfully in an increasingly technological world. In investigating and generating creative outcomes, they develop a rigorous understanding of the many disciplines within art, craft and design and how they shape our history and future. These are skills that employers demand from young people entering today's competitive job market.

Facilities are good and include kilns, sewing machines, printing press, heat transfer facilities, photographic equipment and dark room with exposure unit within Art and CNC routers and lasers, industry standard lathes and milling machines in Design and Technology. Pupils benefit from working with a range of tools, materials, equipment and digital technologies including CAD with others being added all the time. This access enables learning opportunities to model creative and design industry approaches. Dedicated staff and technicians support pupils in their endeavours and encourage them to exhibit work in local public spaces. Work is displayed in vibrant departmental spaces, on mannequins and display shelving, and is soon to be displayed around school. This year, the Art and Design and Technology Departments are running an exhibition of pupils' work at both GCSE and A Level. The range and quality of pupils' work is first-class, and the more opportunity that pupils have to see their work exhibited, the more confidence they gain in their design and art solutions. Junior pupils' work was recently exhibited at Stafford Showground and other opportunities are continually actively sought.

Staff themselves are advantaged by subject specific professional development such as that offered by the museum and gallery sector and professional bodies, to promote improved teaching and learning, subject depth and breadth and pedagogical innovation. Because of this standards are pushed higher every year.

Enrichment opportunities are plenty, and for Design and Technology include a site visit to JCB to observe industrial processes, and access to the work of artists, makers, designers and other creatives through gallery, museum and corporate visits. Pupils' work is entered in competitions such as the Rotary Young Innovator and Rotary Young Photographer, where the College has a history of success, as indeed it does with Arkwright Engineering Scholarships. A trip to Florence to link Art and D&T with businesses such as Lamborghini,



Ferrari and Gucci is in the planning stages for both Design and Technology and Art. Art Club comes on stream in September with the assistance of a new Art and Design Technician, and this will include entry into regional and national competitions, community projects and a forum for personal development of specific skills and techniques. The department has a dedicated space specifically for Sixth Form students to work independently in their own studio space within the department which is permanently open during the day, university-style.

### Art and Design Curriculum

In the junior and middle years, the emphasis is on pupils' ability to produce a series of projects, including personal research and development which will prove useful at both A level and university level. There are opportunities to produce work in Textiles, Fine Art, Printmaking, Mixed Media, Ceramics and Photography. Pupils will build a substantial personal portfolio, the equivalent of two units of work, and sit an externally set examination unit.

The syllabus encourages a structured approach offering a sound grounding in a number of skills whilst exploring the subject creatively in depth. GCSE students will experience all mediums but will focus on one for their final outcome, identifying personal ideas, themes and strengths. They will benefit from greater depth and focus at GCSE level; investigating research and ideas, the ability to experiment with materials and media to a high skill level, the exploration of ideas as part of their journey and culminating in an outcome (or series of outcomes) as the realisation of their intentions.

For those electing to study A Level there are three coursework units: a preparatory project, a dissertation project and a practical project. The preparatory project is designed to deliver an understanding of the assessment objectives and is structured around a given theme. Pupils work in various forms and scale; sketchbooks are an important part, with samples, sketches, photographs, annotations and artist research for each project which includes gallery visits to London or further afield.

Students experience a wide range of materials and media, from painting, screen printing, photography, textiles and mixed media to develop a practical investigation into an idea, issue, concept or theme, supported by written material.

### Design and Technology Curriculum

Students will learn from wider influences on Design & Technology including historical, social, cultural, environmental and economic factors. They are encouraged to work creatively when designing, making and applying technical and practical expertise. Pupils are enthused and challenged by the range of practical activities possible, working with timbers, metals, polymers, papers, boards, mechanisms and electronics before specialising. Sustainability and energy efficiency are important watchwords for the single creative

project, which is an iterative design process. Pupils also develop a substantial understanding of theory related topics, and mathematical skills are developed alongside.

At A Level, students acquire a broad range of product design knowledge and draw upon other subjects such as maths, science, IT and art in conceiving and fulfilling their designs. Assessments are technical and written and include a substantial design and make task, and examination questions include topics such as; product analysis and commercial manufacture, materials properties and design history.

### Art and Design after Denstone

Our full time, non-teaching Head of UCAS and Careers offers insightful and robust advice to support career aspirations inside and outside the creative industries for those who study art-based qualifications. Pupils leave us each year for the very best courses and departments nationally for art, graphic communications, photography, textiles, product design, industrial design, architecture, engineering, interior design, automotive design and other related courses. Many have gone on to work in the creative, cultural and heritage industries sectors.

Please make an appointment to meet our two new Heads of Department for Art and Design and Technology, to hear more about these subjects at Denstone.

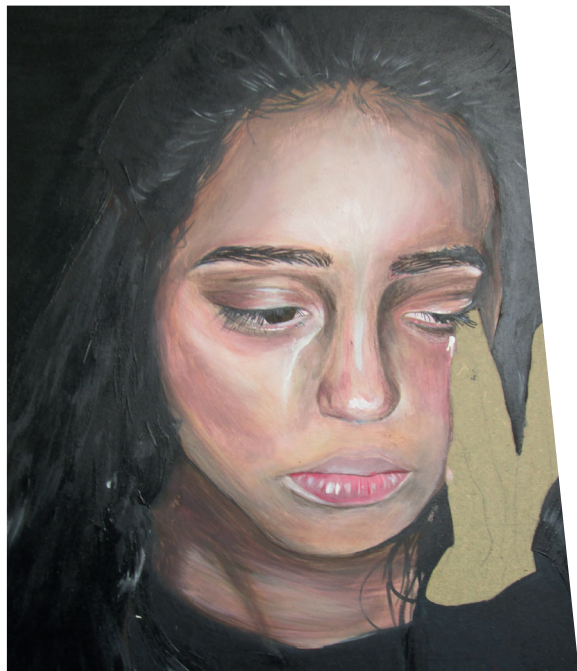
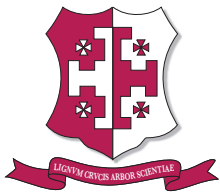
**Miss Kate Lea, Head of Art**  
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**Miss Jackie Plewes, Head of Design and Technology**  
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### Mission statement

- To promote the highest possible standards of educational achievement in an environment where pupils are encouraged to challenge expectations and realise their true potential.
- To deliver excellence in the classroom and through wide ranging opportunities on the sports field, in music, drama, art or outdoor pursuits.
- To remain true to our belief in Achievement, Confidence and Happiness, and the College's founding aims of widening access to a sound, Christian education.
- To prepare articulate and confident young women and men, ready to play a useful role in society, with a lifelong sense of belonging.





## The UK Creative Industries

Employment in the UK creative industry

**A 0.9m**

Non-creative/support jobs within the creative industries

**B 1m**

Creative jobs within the creative industries

**C 1m**

Creative jobs outside the creative industries

Total **2.9 m**

jobs in the creative economy

Creative economy = A+B+C

Creative industries = A+B

**VALUE (GVA\*)**

The UK Creative Industries 2015

**£87.4** billion a year

**£9.9** million an hour

**7%** increase in value since 2014

**JOBS**

The UK Creative economy 2015

**2.9** million jobs

**1 in 11** UK jobs

**9.0%** of UK total jobs