

Quality Teaching Elements - Intellectual Quality

This accompanies the Learning Hub eModule: 'Using wire as a sculptural medium' as part of the Learning Hub Series *Extending Practical Arts Making Skills*

Element	Evidence
Deep knowledge	Students focus on key concepts relating to the artworks of Alexander Calder. Opportunities to further analyse Kinetic Art and other Sculptors are provided.
Deep understanding	Students demonstrate their ability to manipulate wire to create a 3D interpretation of a continuous line portrait. Students compare, analyse, interpret and respond to the works of artists.
Problematic knowledge	By studying a range of artworks, students recognise that different audiences and artists have different viewpoints and methods of expressing meaning. In 'making' activities, students resolve their ideas in an open-ended and accepting way.
Higher-order thinking	Students are asked to evaluate, comment on and interpret artworks made by themselves and other artists.
Metalanguage	The resource includes a glossary. Students are encouraged to use Visual Arts terms when discussing their work and the work of others.
Substantive communication	Students interpret and reflect on their own artwork and the work of others. Teachers are encouraged to discuss concepts with students. Students work both individually and collaboratively.