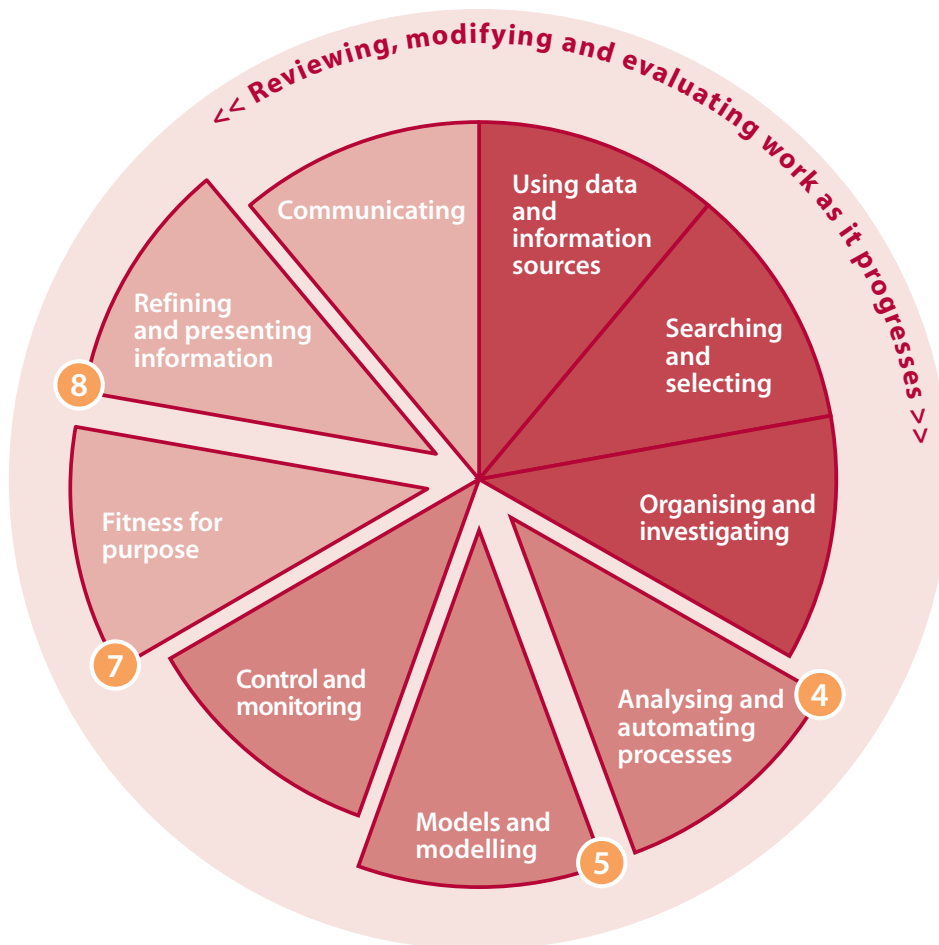# ICT Capability KS3
Key concepts

Art and Design

The **National Curriculum programme of study for ICT** groups the knowledge, skills and understanding that pupils need to acquire into four themes. The Key Stage 3 Strategy publication entitled **Framework for teaching ICT capability: Years 7, 8 and 9** sub divides each of the first three themes into 3 key concepts.

The resulting **9 key concepts** shown in the diagram provide a useful way forward when considering the breadth of ICT capability. The fourth theme (Reviewing, modifying and evaluating work as it progresses) is a critical feature of ICT capability, which needs to be integrated throughout all areas.

Successful implementation of the ICT strand of the Key Stage 3 Strategy should afford greater opportunities for pupils to apply and develop their ICT capability in different subjects. Subject areas can build on and exploit pupils' ICT capability to enhance teaching and learning in their respective subjects.

Examples of where ICT key concepts can be applied and developed in Art and Design are shown below.

<< Reviewing, modifying and evaluating work as it progresses >>

Pie chart segments: Using data and information sources; Searching and selecting; Organising and investigating; Analysing and automating processes (4); Models and modelling (5); Control and monitoring; Fitness for purpose (7); Refining and presenting information (8); Communicating

Key to ICT National Curriculum themes:

- ▶ Finding things out
- ▶ Developing ideas and making things happen
- ▶ Exchanging and sharing information
- ▶ Reviewing, modifying and evaluating work as it progresses

4 Analysing and automating processes

ICT allows us to explore and juxtapose images freely to create new forms with people, rather than the software, in control of the process. It extends our capacity to progress further and faster by using the speed and capacity of the technology to create animated sequences, a series of ideas and drafts of work.

5 Models and modelling

ICT allows us to experience opportunities offered by computer-based visualisations to render concrete versions of ideas and concepts. We can experiment with visual hypotheses in an environment that allows for variables to be changed so that the effect can be evaluated.

7 Fitness for purpose

Art is about expressing feelings and emotions and the human condition. ICT helps us to develop our visual understanding, enabling us to interpret, respond to and work with a range of visual stimuli to engage and inspire different audiences.

8 Refining and presenting information

ICT is challenging us to rethink the ways in which creativity is developed. It blurs the boundary between traditional art forms by providing opportunities to express ideas in a multi-disciplinary way. ICT can be used in the development of ideas and processes across the whole range of activities in the art and design curriculum; the purpose being to communicate with a variety of audiences using a range of media.