

Liverpool John Moores University

Title: SUBJECT PEDAGOGY IN ART & DESIGN
Status: Definitive
Code: **7001PGART** (104305)
Version Start Date: 01-08-2018

Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Andrea Pratt	Y

Academic Level: FHEQ7
Credit Value: 20
Total Delivered Hours: 62
Total Learning Hours: 200
Private Study: 138

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	25
Off Site	6
Online	10
Tutorial	1
Workshop	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	(4000 words equivalent)	100	

Aims

To enable students to have a critical understanding of the nature of Art & Design in schools and colleges.
To enable students to analyse how Art & Design is taught in the 11-16 and/or 14-19 sectors.
To enable students to investigate the development of learners' understanding and

barriers to learning Art & Design.

To enable students to critically evaluate strategies which promote learning in Art & Design.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate systematic knowledge and understanding of fundamental concepts in Art and Design as they relate to the 11-16 and/or 14-19 sectors.
- 2 Critically analyse learners' conceptual understanding of Art and Design
- 3 Interrogate research literature to provide a critique of pedagogy in Art and Design
- 4 Articulate complex ideas using appropriate language and style

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Poster Presentation	1	2	3	4
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Outline Syllabus

The National Curriculum and frameworks and initiatives relating to Art & Design in the 11-16 and/or 14-19 sectors.

Approaches to pedagogy in Art & Design.

Current research and policies on learning, teaching and assessment applicable to Art & Design in the 11-16 and/or 14-19 sectors.

Strategies/activities to use ICT to enhance teaching and learning in Art & Design.

Effective learning within Art & Design.

Issues in development of learning in secondary learners with reference to Art & Design.

Strategies for investigating and critically evaluating research literature.

Carrying out small-scale investigation into learning.

Learning Activities

Key theoretical/policy perspectives, along with an overview of learner development and individual needs will be addressed in lectures.

Seminars and workshops/practical activities will provide opportunities to evaluate learning, teaching and assessment activities within Art & Design.

A series of school based activities will enable students to observe, practice, evaluate and reflect upon different approaches and strategies for teaching and assessing Art & Design.

Support will be provided to enable students to develop their critical, analytical and evaluative skills in relation to their own approaches to learning, teaching and assessment within Art & Design and to review subject focused literature.

Online activities will support and enhance student learning and engagement.

Notes

The module uses a critical perspective to develop understanding of learning and teaching Art & Design. This module will enable students to practice and critically analyse and evaluate different strategies and approaches to learning, teaching and assessment in Art & Design related to theoretical input for the 11-16 and/or 14-19 age range.