

Year 8 ~ Curriculum Map for Visual arts (dept.)

What are the intended aims for this year's curriculum? To develop student's skills and understanding of Key principles and elements of art and design. To develop and extend students skills and understanding of how to create a visual journey of work , generate ideas, experiment with techniques and styles, draw inspiration from the work of other artists (John Piper, Sunga Park, Starla Michelle and The Surrealists) and to develop student's skills and understanding of artwork and art movements. The theme of 'the fantastic and strange' – architecture//hybrid creatures and forms is adopted throughout the academic year. Students will ideally be introduced throughout the year to many different materials but the nature of this might be impacted depending on health and safety guidelines. Students will work ideally in sketchbooks but modifications to this may need to be considered. Loose sheets of paper might be used and collated into a sketchbook.

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	
Topic(s):	<p>Theme launch – fantastic architecture: Gothic archways and cathedral drawings.</p> <p>(materials and resources will all be pre-recorded, including all modelling and demonstrations of techniques and outcomes so to accommodate any blended learning approaches)</p>	<p>Fantastic Architecture: Gothic archways: interpreting artists styles, exploring mixed media techniques and developing outcomes.</p> <p>(materials and resources will all be pre-recorded, including all modelling and demonstrations of techniques and outcomes so to accommodate any blended learning approaches)</p> <p>(The use of certain materials will be dependent on any blended learning. Materials can be adapted to use the needs of blended learning)</p>	<p>Theme launch – fantastic hybrids: animal/nature hybrids. Inspired by the idea of Surrealism and the contemporary artist Starla Michelle. Part 1</p> <p>(This unit relies on developing students painting skills and it will need to be an in-school unit. Adaptations to suit the needs of Blended learning will be considered)</p>	<p>fantastic hybrids: animal/nature hybrids. Inspired by the idea of Surrealism and the contemporary artist Starla Michelle. Part 2</p> <p>(This unit relies on developing students painting skills and it will need to be an in-school unit. Adaptations to suit the needs of Blended learning will be considered)</p>	<p>Theme launch – fantastic and Marvellous mix ups.</p> <p>Looking at the idea of the Surrealists and the Exquisite corpse as a stimulus to developing and making a recycle assembled sculpture.</p> <p>Collaboration and imagination are key areas to be explored in this unit.</p> <p>(this unit of work can be adapted to suit the needs of blended learning if necessary.)</p>	<p>Marvellous mix ups. Continued project. Students will be given guidance through this project during T5 and 6. Term 6 will see the end results of a 3d sculptural form being made out of recycled and found objects.</p> <p>Collaboration and imagination are key areas to be explored in this unit.</p> <p>(this unit of work can be adapted to suit the needs of blended learning if necessary.)</p>	Aim of EoY exam
'Big idea(s)' / fundamental concepts	<p>Generating ideas – AO3 – what is architecture and how can we be inspired by it. Introduction of key artists: John Piper and Sunga Park.</p> <p>How to draw one- and two-point perspective using architecture as a theme. AO2/3</p> <p>To develop understanding of the formal elements of line, shape, tone, form and space and apply them to sustained observational drawings of gothic archways and cathedrals. AO3/AO4</p>	<p>Exploring and experimenting with mixed media to create Gothic architectural inspired outcomes. (AO2/AO3)</p> <p>Experimenting with effects and colour to create a sense of atmosphere and mood.</p> <p>To be inspired by the artist John Piper and understand his work and style. AO1</p> <p>To create a final outcome based on the development of this theme showing refinement in application of skills. AO4</p>	<p><i>Developing skills and understanding Surreal style art – AO1.</i></p> <p><i>Developing skills in observational drawing of hybrid forms using a variety of media including layered colour pencil. – AO2/3</i></p> <p><i>Developing painting skills, including the use of expressive and gestural painting.</i></p> <p><i>developing understanding of colour theory and colour mixing.</i></p>	<p><i>Developing skills and understanding Surreal style art – AO1. Focused on Starla Michelle.</i></p> <p><i>Developing painting skills, including the use of expressive and gestural painting.</i></p> <p><i>developing understanding of colour theory and colour mixing.</i></p> <p><i>To create a final expressive animal/nature hybrid painting.</i></p> <p><i>To learn how to refine their painting and add in 3d elements.</i></p>	<p><i>Introducing theme of Exquisite Corpse– AO3/AO1</i></p> <p><i>Developing and refining skills in visual recording through drawing for purpose – AO2/AO3</i></p> <p><i>Developing and refining skills visual research- AO1</i></p> <p><i>Developing skills in making 2d into 3d – AO2/A01/AO4</i></p> <p><i>Developing skills in developing individual work from initial starting points -AO4</i></p>	<p><i>Developing skills in developing individual work from initial starting points -AO4</i></p> <p><i>Developing skills in making 2d into 3d – AO2/A01/AO4</i></p>	
Knowledge to be learnt	<p><i>Developing skills in: Observational drawing to show depth and perspective</i></p> <p><i>Tonal drawing</i></p> <p><i>Refinement and problem solving</i></p>	<p>Developing skills in: Working with mixed media and 3d elements.</p> <p>Interpreting other artists work and style.</p> <p>How to develop ideas into final outcomes.</p>	<p>Developing skills in: Observational drawing</p> <p>Coloured pencil drawing</p> <p>Interpreting other artists work and style.</p>	<p>Developing skills in: Interpreting other artists work and style.</p> <p>Expressive painting</p> <p>Composition</p> <p>Refinement of technique</p> <p>Embellishment of 3d elements onto 2d outcomes.</p>	<p>Developing skills in generating ideas in imaginative and creative ways.</p> <p>Developing skills in using assemblage.</p> <p>Developing skills in working with mixed media</p> <p>Developing skills in problem solving</p> <p>Developing skills in translating 2d into 3d</p> <p>Developing skills using found materials.</p> <p>Developing skills in creating a sustained final outcome.</p>	<p>Developing skills in translating 2d into 3d</p> <p>Developing skills using found materials.</p> <p>Developing skills in creating a sustained final outcome.</p>	

Key vocabulary	LINE TONE SHAPE PERSPECTIVE DEPTH FORM TEXTURE SPACE Specialist vocab as used in lessons if appropriate: ARCHITECTURE GOTHIC	LINE TONE SHAPE FORM TEXTURE SPACE COLOUR (specialist vocab) RELIEF Specialist vocab as used in lessons if appropriate: ARCHITECTURE GOTHIC EXPRESSIVE REFINEMENT	LINE MARK MAKING TONE SHAPE FORM TEXTURE LAYERED COLOUR PENCIL COLOUR MIXING EXPRESSIVE COLOUR (specialist vocab) PATTERN Specialist vocab as used in lessons if appropriate: Surreal Hybrid Composition Layered blend	LINE MARK MAKING TONE SHAPE FORM TEXTURE COLOUR MIXING EXPRESSIVE COLOUR (specialist vocab) PATTERN Specialist vocab as used in lessons if appropriate: Surreal Hybrid Composition Layered Blend 3 dimensional	Exquisite Corpse, Surrealism, assemblage, imagination, line drawing, collage, assembled objects, 2d, 3d, form, balance, colour, hybrid.	Exquisite Corpse, Surrealism, assemblage, imagination, line drawing, collage, assembled objects, 2d, 3d, form, balance, colour, hybrid.
The role of reading and comprehension	<i>Understanding how we generate ideas visually through drawing</i> <i>To be able to reflect critically on their own work and the work of others.</i>	Understanding artwork Researching artwork Critically analyse and evaluate own work as it develops	Understanding artwork Researching artwork Critically analyse and evaluate own work as it develops	Understanding artwork Researching artwork Critically analyse and evaluate own work as it develops Evaluate own final outcomes.	Understanding the Surrealist concept of Exquisite Corpse. Researching Surrealism Understanding how to generate ideas using imagination. Understanding how to communicate an idea using a variety of media.	Critically analyse and evaluate own work as it develops. Communicating how they want their ideas to develop.
The role of independent extended writing	<i>Evaluating and reflecting on own artwork</i>	Analysing in depth other artist work and styles Formulating opinions and judgements about artwork	Critically reflecting on own work and evaluating progress. Formulating opinions and judgements about artwork	Critically reflecting on own work and evaluating progress. Formulating opinions and judgements about artwork	Artist research – the surrealist art movement	Critically reflecting on own work and evaluating progress. Formulating opinions and judgements about artwork
The role of maths/ numeracy	<i>Form, shape, space, perspective</i>	<i>Form, shape, space, perspective</i>			3d, balance, form, shape.	3d, balance, form, shape
Links to careers/ aspirations	<i>Architectural design, fine artist, designer</i>	<i>Architectural design, fine artist, designer, sculptor</i>	Fine artist	Fine artist	3d designer, set design, illustrator	3d designer, set design, illustrator
Core skills	To be able to: <i>Develop observational drawing skills applying prior knowledge of the formal elements and refining technical skills.</i> <i>Understand how to create a sense of depth and perspective in an observational drawing.</i> <i>Understand how to capture the essence of an architectural space in a drawing.</i>	To be able to: Understand artwork Research artwork Critically analyse and evaluate own work as it develops Understand how to experiment with mixed media and how to develop artwork inspired by architectural spaces.	To be able to: Understand artwork Research artwork Critically analyse and evaluate own work as it develops Understand how to develop painting skills using expressive techniques. Understand how to develop observational drawing skills.	To be able to: Understand artwork Research artwork Critically analyse and evaluate own work as it develops Understand how to develop painting skills using expressive techniques. Understand how to develop and refine painted compositions and add in embellishments.	To be able to: Understand artwork and art movement. Research artwork and art movement Critically analyse and evaluate own work as it develops	To be able to: Understand artwork and art movement. Research artwork and art movement Critically analyse and evaluate own work as it develops
Dept. enrichment activities	Using the online resources to extend learning.	Architectural sculpture project (blended learning dependent) Using the online resources to extend learning.	Using online resources to develop skills. To explore creating their own versions of classwork at home.	Using online resources to develop skills. To explore creating their own versions of classwork at home.	Using online resources to develop skills. To explore creating their own versions of classwork at home.	Using online resources to develop skills. To explore creating their own versions of classwork at home.
Home learning opportunities	Local landmarks that link to the theme e.g. Canterbury Cathedral, Reculver towers... Learn a skill to teach a skill. Practice drawings.	Local landmarks that link to the theme e.g. Canterbury Cathedral, Reculver towers... Learn a skill to teach a skill – mixed media experiments	Learn a skill to teach a skill – Layered colour pencil drawings.		Great artist surrealist research project.	Great artist surrealist research project.