

SUBJECT:	Art and Design	YEAR GROUP:	Year 8
PURPOSE OF STUDY			
<p>Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.</p>			
THE NATIONAL CURRICULUM FOR ART AND DESIGN AIMS TO ENSURE THAT ALL PUPILS:		NATIONAL CURRICULUM LINKS	
<ul style="list-style-type: none"> • produce creative work, exploring their ideas and recording their experiences • become proficient in drawing, painting, sculpture and other art, craft and design techniques • evaluate and analyse creative works using the language of art, craft and design • know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms 		<ul style="list-style-type: none"> • to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas • to use a range of techniques and media, including painting • to increase their proficiency in the handling of different materials • to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work • about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day <p>Cross Curricular Maths – proportion/quantities/ratio when mixing colours. Shapes/geometry when drawing - DT – shoe design, English –writing to evaluate and analyse.</p>	

TOPICS COVERED:	
<ul style="list-style-type: none"> • Painting and Cultural use of Pattern. • Motivational Making • Sculpture / Cultural use of 3D Form • Art of African Culture • Architecture and Graffiti 	
INTENT OF SUBJECT:	
<p>Throughout the term pupils will be using a range of techniques and media to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas. They will be developing the skills to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work. Pupils will be given the opportunity to create work using local architecture and the work of artists to explore painting, drawing, pattern, and design. Their skills on drawing will be developed using cultural examples and experience. During Spring term, pupils will be exploring the art of chosen artists and use a variety of different techniques to create art inspired by these techniques using water colour, coloured pencils and ink. The final term will see pupils exploring Graffiti Art and the development and rise of this from the origins to modern day, and the implications of using this in the community and on different architecture.</p>	
SKILLS OVERVIEW BY HALF TERM:	
AUTUMN ONE	AUTUMN TWO
<ul style="list-style-type: none"> • Refine, rework and redraft own work. • Use painting skills using a range of materials • Use various marks to create tone and texture • Generate ideas for a piece of artwork based on cultural traditions • Design an outcome from inspiration from others • To have knowledge of the design process 	<ul style="list-style-type: none"> • Understand the works and inspiration behind Artists • Explain the historical and cultural development of art. • Use different materials to analyse and evaluate their own work • Understand the use of photography in Art • Experiment with styles and materials to create independent artwork based on research and influence of great artists. • Analyse and evaluate their own work

<ul style="list-style-type: none"> • Know how patterns can be used and influenced by different cultures • Apply pattern choices to their own work • Understand specific artists techniques and areas • Analyse and evaluate their own work • Analyse and evaluate the work of others • Mark make, create texture and tone 	<ul style="list-style-type: none"> • Analyse and evaluate the work of others • Mark make, create texture and tone
SPRING ONE	SPRING TWO
<ul style="list-style-type: none"> • Sculpt • Create different textures • Generate ideas for a piece of artwork • To have knowledge of the design process • Respond to feedback • Analyse and evaluate their own work • Analyse and evaluate the work of others • Refine work to comments given • Plan ideas using a set artist as a stimulus • Demonstrate given styles in sculptures • Use tools to form lines and curves effectively • Add further detail to evoke emotion, colour, tone, texture, materials. 	<ul style="list-style-type: none"> • Create/combine media • Paint/draw using a range of materials (e.g., watercolour, ink, poster paint, pencil, pen, charcoal, chalk) • Mark make, create texture and tone • Mix colours and tones • Generate ideas for a piece of artwork • Creativity to design an outcome whilst being inspired by others • Know about the history of art, craft, design, and architecture • Know about periods, styles, and major movements from ancient times up to the present day • Refine practical skills after evaluation • Reworking and re-drafting responding to feedback • Gain knowledge of context and gather ideas in relation to a given source • Plan • Analyse and evaluate their own work • Analyse and evaluate the work of others • Create patterns using a range of materials and mediums • Develop existing skills in printing • Explore the History of Art
SUMMER ONE	SUMMER TWO
<ul style="list-style-type: none"> • Describe, analyse and evaluate art • Understand Graffiti art and its journey through history, origins, and future • Understand how art affects architecture • Understand artists through history • Experiment with each of their styles and techniques 	<ul style="list-style-type: none"> • Use drawing and designing using a range of materials (pen, pencil) • Use various marks to create tone and texture • Increase ability to draw lettering in proportion • Mix colours (tints, tones, shades) (Ideas) • Generate ideas for a piece of artwork

- Carry out research projects on artists
- Create sketches and ideas using annotations

- Demonstrate an understanding of different techniques
- Show understanding of the theory behind art
- Develop an understanding of both historical and present-day purposes of art
- Improve shading techniques
- Improve / develop ability to use lettering effectively in artwork
- Design an outcome whilst being inspired by others
- Further develop the ability to select ideas from their imagination to produce designs for outcomes
- Plan led by own initiative and personal belief/opinion/style
- Experiment on a range of materials
- Develop the ability to use symmetry/Asymmetry, composition and colour skills using a range of equipment
- Clearly explain the theory behind work and annotate sketches and plans for final piece
- Analyse and evaluate their own work
- Analyse and evaluate the work of others