

# Curriculum Map 2021/2022



## YEAR 8 ART & DESIGN

The Art department aims to promote an awareness of the visual language as a means of communication. With this, students can develop their imagination and creative expression to communicate and understand their thoughts and concepts of the world they live in. Curiosity is developed through the exploration of subject, materials and techniques. Our aim is to provide an exceptional learning experience through a curriculum that engages, empowers and encourages students to reach their highest potential in the area of art.

|  | <b>Autumn 1</b><br><b>Natural Forms</b>  | <b>Autumn 2</b><br><b>Natural Forms Continued</b> | <b>Spring 3</b><br><b>Surrealism</b>  | <b>Spring 4</b><br><b>Surrealism Continued</b> | <b>Summer 5</b><br><b>Illustration</b>   | <b>Summer 6</b><br><b>Illustration Continued</b> |
|--|--|---|---|--|--|--|
| <b>CONTENT</b><br><br><i>Declarative Knowledge – ‘Know What’</i> | Formal Elements<br>Observational Drawing<br>Composition & Scale<br>Colour Techniques<br>Karl Blossfeldt<br>Andy Goldsworthy<br>Kathy Morton Stanion<br>Landscapes<br>2D Processes<br>3D Processes                                |   | Observational Drawing<br>2 Point Perspective<br>Proportion<br>Distortion<br>Combining objects and ideas<br>Salvadore Dali<br>Redmer Hoekstra<br>Rene Magritte<br>Critical thinking<br>2D Skills & Processes<br>3D maquettes |  | Observational Drawing<br>Visual Communication<br>Typography<br>Manga<br>Figure Drawing<br>Movement<br>Proportion & Scale<br>Digital Art<br>Arthur Rackham<br>Pop Art and culture<br>2D Skills                |  |
| <b>Skills</b><br><br><i>Procedural Knowledge – ‘Know How to’</i> | Drawing and pencil work<br>Biro and mark making<br>Tonal Value<br>Shading<br>Highlight and Low light<br>Colour theory<br>Brush work<br>Colour blending / Colour mixing<br>Combining different surfaces<br>Critical understanding |   | Drawing<br>Composition<br>Developing abstract skills and processes<br>Perspective<br>Scale<br>Biro and mark making<br>Tonal Value<br>Shading<br>Highlight and Low light<br>Colour theory                                    |  | Drawing and pencil work<br>Proportion of the human form<br>Scale<br>Life drawing<br>Colour work<br>Colour theory<br>Refining clear ideas<br>Digital Art<br>Ink and Wash<br>Pop Art<br>Critical understanding |  |

|               |   |   |  |                                   |                                 |  |
|---------------|---|---|--|-----------------------------------|---------------------------------|--|
|               | How materials work together e.g., combining oil pastels with watercolour<br>Contextual studies<br>Mono print  | Brush work<br>Colour blending / Colour mixing<br>Critical understanding<br>Presenting coherent outcomes<br>Explain thoughts and ideas<br>Contextual studies<br>3D wire work   | Illustration as a means of communication<br>Contextual studies   |                                   |                                 |  |
| Key Questions | <p><i>Have I explored the formal elements in order to create a more realistic drawing/painting?</i></p> <p><i>How can I make something look 3 Dimension?</i></p> <p><i>How can improve my design further?</i></p> <p><i>Why is space and composition so important within life drawing?</i></p> <p><i>Why is tonal value so important?</i></p> <p><i>How can I use these skills in everyday life and work?</i></p> <p><i>How is mark making helping me to add tone and texture to my work?</i></p> | <p><i>How can I refine my drawing skills?</i></p> <p><i>Why is perspective so important and what does it add to my composition?</i></p> <p><i>Why is the Surrealist movement important?</i></p> <p><i>How can I develop my own ideas?</i></p> <p><i>Why is it important to be more imaginative in my concepts?</i></p> <p><i>I can I show more texture in my lines.</i></p> <p><i>How can I use these skills in everyday life and work?</i></p> <p><i>How can I become more confident in my own ability and idea development?</i></p> | <p><i>How can I effectively communicate using illustration?</i></p> <p><i>Why is illustration important?</i></p> <p><i>How can improve my design further?</i></p> <p><i>Where will I find my original starting point?</i></p> <p><i>How can you create illustration employing digital art and photography?</i></p> <p><i>How can I make the image look like an illustration?</i></p> <p><i>How can I use these skills in everyday life and work?</i></p> <p><i>How can I use these skills in the future?</i></p> |                                   |                                 |  |
| Assessment    | Baseline:<br>- September<br>Practical Assessments:<br>- October   | Practical Assessments:<br>- November<br>(Data cycle 1)<br>- December  | Practical Assessments:<br>- January<br>- March<br>(Data cycle 2)<br>- March  | Practical Assessments:<br>- April | Practical Assessments:<br>- May | (Data cycle 3)<br>- June<br>Practical Assessments:<br>- July |

Extended Learning  
/Extension Activities

Digital Art project  
More in depth pieces of work on a larger  
Exploring different surfaces  
Artist research  
Virtual Gallery