

Year 8	Term 1	Term 2	Term 3
Unit (Tablet in 39 week plan)	Sweets	Architecture	Portraits
<p>Key Retainable Knowledge (Required for Y11/13)</p> <ul style="list-style-type: none"> What... How.... Why.... 	<p>Observation drawing – tonal drawing from observation to develop drawing and shading skills. Required for AO3 at GCSE.</p> <p>Photography – develop recording skills using SLR camera. Required for AO3 at GCSE.</p> <p>Experiments with materials – develop techniques and skills using watercolour, acrylic and coloured pencil. Required for AO2 at GCSE.</p> <p>Grid drawing – develop skills using grid to enlarge image in proportion. Required for AO3 at GCSE.</p> <p>Artist research – develop knowledge of photorealist style. Required for AO1 at GCSE.</p> <p>Photorealist piece – develop independence within final piece through choice of appropriate media and techniques. Required for AO4 at GCSE.</p>	<p>Observation drawing – tonal drawing from observation to develop drawing and shading skills. Required for AO3 at GCSE.</p> <p>2D Experiments with materials – develop techniques and skills using pencil, biro and pen and wash. Required for AO2 at GCSE.</p> <p>Mixed media Experiments – develop skills combining and manipulating wire, ceramics, cardboard, paper and stitch into 3D and relief forms. Required for AO2 at GCSE.</p> <p>Artist research – develop knowledge of relevant artists and movements. Required for AO1 at GCSE.</p> <p>3D outcome – develop independence and skills manipulating media into 3D form. Required for AO4 at GCSE.</p>	<p>Exploration of theme – develop skills exploring theme through visual moodboard. Required for AO1 at GCSE.</p> <p>Observation drawing – tonal drawing from observation to develop drawing and shading skills. Required for AO3 at GCSE.</p> <p>Monoprinting– develop skills using monoprinting to show tone and detail. Required for AO2 at GCSE.</p> <p>Artist research – develop knowledge of portraiture. Required for AO1 at GCSE.</p> <p>Experiments with materials – develop techniques and skills using watercolour and ink. Required for AO2 at GCSE.</p> <p>Portrait animal piece – develop independence within final piece through choice of appropriate media and techniques. Required for AO4 at GCSE.</p>
<p>Key Technical Vocabulary (To be modelled and deliberately practiced in context.)</p>	<p>Observation Photorealist Line Tone Shape Proportion Composition Experiment Blend</p>	<p>Observation Line Tone Shape Proportion Experiment Media Manipulation 3D form</p>	<p>Observation Portraiture Line Tone Shape Proportion Combine Character</p>

Curriculum Sequencing Grid: **Art**

	Fade	Mixed media	
Opportunities for Reading	Artist research – Sarah Graham	Artist research – Gaudi, Hundertwasser, contemporary architecture	Artist research – David Chan and Anne Gaiss
Developing Cultural Capital (exposure to very best- essential knowledge and skills of educated citizens – appreciation of human creativity and achievement.)	Artist research – exploration of work of Sarah Graham and discussion of how sweets are made to be appealing. Art Club – optional extracurricular activity producing artwork relevant to current events, such as Halloween, Bonfire Night and Remembrance Day.	Artist research – Artists, Architects and designers, alongside cultural movements. Art Club – optional extracurricular activity producing artwork relevant to current events, such as Good Friday, Easter and May Day.	Artist research – exploration of David Chan and Anne Gaiss and discussion of how character can be portrayed through animals and pattern. Art Club – optional extracurricular activity producing artwork relevant to current and charitable events.
Cross Curricular Links (Authentic Connections)		MFL – looking at architecture from other countries Geography – architecture for communities	Sociology – character portrayed through animals English – Descriptive writing.
Key Assessment	Observation drawing Exploration of different materials and techniques Final outcome – photorealist piece	Observation drawing Exploration of different materials and techniques Final outcome – architecture design.	Observation drawing Exploration of different materials and techniques Final outcome – animal portrait