

Art Year 8 Curriculum:

There are five key processes of Art and Design at Key Stage Three: Create; Develop; Understand and Evaluate; Analyse; and Explore

Project 1 – Portraiture

- Understand the proportions of the human body
- Record findings accurately
- Investigate the work of a variety of portrait artists
- Understand how to create 3 dimensional elements within work.
- Experiment with a variety of media, techniques and processes
- Develop an original and unique idea, using the artists as an influence
- Present a final portrait.

Project 2 – 3D Green man project

- To observe natural forms using tone and texture.
- To understand how to control clay and 3D forms.
- Develop understanding of proportion in sculpture.
- Present an individual designed 3 dimensional response.

Project 3 – It's a bugs life

Performance standards

- Explore Mhendi art and present findings
- Research the work of artists eg Christopher Marley and present work.
- Understand how to record symmetrical patterns
- Develop idea's for an individual design
- Experiment with a range of media including, batik, printing etc
- Present a final piece, reflecting new knowledge.

Key Objectives

Although the key objectives remain the same for each project, the topic and artists change, therefore so do the personal responses from the student

The student can:

- use a variety of approaches to explore and experiment with ideas
- investigate and develop a range of practical skills
- control the medium, keeping it consistent and even
- compare and comment on more than one idea and the way they have completed a task
- comment on the approaches used by an artist, designer, photographer, craftsperson or movement .
- discuss the work of other artists and relate it to their own work.
- show development of an idea through a series of modified drawings

Key Performance Standards for Year 8 Art

Each statement is linked to one or more of the main skill areas for KS3 Art as listed above

1. Produce imaginative images, artefacts and other outcomes that are both original and of value.
2. Explore and experiment with ideas, materials, tools and techniques.
3. Take risks and learn from mistakes.
4. Investigate, analyse, design, make, reflect and evaluate efficiently.
5. Make informed choices about media, techniques and processes.
6. Engage with a range of images from different contexts, recognising the varied characteristics of different cultures and using them to inform their creating and making.

7. Understand the role of the artist, craftsperson and designer in a range of cultures, times and contexts.
8. Explore visual, tactile and other sensory qualities of their and others' work.
9. Analyse and reflect on work from diverse contexts.
10. Develop their own views and express reasoned judgments.
11. Engage with ideas, images and artefacts and identify how values and meanings are conveyed.