

Curriculum Map	Subject	Art	Year	8
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Unit	Summary	Skills	Assessment	British Values and SMSC	Career links	Cross-curricular links
Term 1 – Day of the Dead	This project focuses on the Day of the Dead festival in Mexico. The topic looks at the cultural meaning behind the festival and the different artworks created for the festival. The task for the final piece is to design and make your own mask that is in keeping with the themes explored.	<ul style="list-style-type: none"> • Develop observational drawing. • Composition skills. • Final print/ collage. • Understanding of another cultures codes and conventions. • Experimentation with materials • Understanding of tone and line 	<ul style="list-style-type: none"> • Final print/ multi-media piece. • Sketchbook development • Understanding of another culture through research and design • Design process • Organisation of sketchbook Use of materials.	<ul style="list-style-type: none"> • Catholic/ folk Mexican festival celebrating the day of All Saints and All Souls. 	Photo Journalism Set Designer Product Designer	<ul style="list-style-type: none"> • Maths – Scale and proportions • Science – Looking at nature and how things appear naturally. • Geography – Rock types and landscapes. • English – Writing annotations to explain personal ideas and explain ideas development. • ICT, using materials from online/videos to find reference materials and information on different artists. Using editing tools in programs such as Photoshop. • Multicultural work – celebrations of festivals and other traditions. • Communication and presentation skills.
Term 2 – Bold Design	This project looks at geometric patterns, scale and proportion. We look at typography and lettering styles and applying this to their own work through creating stencils.	<ul style="list-style-type: none"> • Developing cutting skills with stencils • Experimentation with materials • Understanding of shapes and measurements 	<ul style="list-style-type: none"> • Final piece/ Stencil. • Sketchbook development • Understanding of Morag Myerscough's and Sarah Morris' work through research and design • Design process • Organisation of sketchbook • Use of materials. 	<ul style="list-style-type: none"> • Develop an understanding of how other perceive the world • Develop an understanding how artists might express people's emotions visually. • Looking at graphic design and popular culture and advertising. 	Graphic Design Product designer Architect	
Term 3 - Portraits	This project looks at the work of Van Gogh and Frida Kahlo. The students learn how to draw the different features of the face and how to draw a face with the right measurements and proportions. This topic also looks at the different meanings behind a portrait with the students exploring who they are and their personal interests through visual images.	<ul style="list-style-type: none"> • Experimentation with materials and media • Understanding of portraits measurements • Drawing in proportion • Drawing to scale • Discussion of meanings and concepts of portraits and the person in the piece. 	<ul style="list-style-type: none"> • Final Piece • Organisation of sketchbook • Understanding of Van Gogh's and Frida Kahlo's work • Understanding of scale and measurement. • Drawing skills • Use of materials 	<ul style="list-style-type: none"> • Develop an understanding of how other perceive the world • Develop an understanding how artists might express people's emotions visually 	Gallery Curator Portrait Painter Lecturer	