Year 8 CURRICULUM OVERVIEW

SUBJECT: Art & Design

	Topics being taught	What you will be assessed on	How you can support at home
Autumn Term	Introduction to 1 point perspective, learning the rules and understanding viewpoiuints and depth through a miniziine	Use of material to create accurate use of vanishing points, horizon lines and orthogonal lines, from different view points.	Explore perspective within the environment when out walking look for perspective within graphic elements such as signs/logos
	OCTOBER 1/2 TERM Introduction to 1 point perspective, learning the rules and developing an imaginary gallery, based on own art interests.	Use of media to create painterly marks, accurate colour mixing, personal selection of work and application of perspective rules	Photo safari recording forced perspective and leading lines Visit art galleries to see how perspective is used in artwork
Spring Term	CHRISTMAS Imaginary environments using perspective to develop into a simple 3 colour reduction print.	Understanding of atmospheric perspective and tonal ranmge and hopw to create depth through layers thatuse mark making and tonal range.	Visit art galleries to see different types of printmaking Watch episodes of landcsape artists of the year on sky arts
	FEBRUARY 1/2 TERM Character Design and development, shape symbolison and personality characteristics, storyboard development.	Understanding of shape symbolism in personality traits, illustration and development of your character & relevant story	Visit the National Science and Media museum in Bradford watch cartoons and animations from different decades
Summer Term	EASTER Paper and digital stop frame animation developing animations based around original character design/development.	Use of paper cutting and digital illustration techniques to createa moveable character that visually communicates the narrative	Watch cartoons and animations from different countries visit the craft Centre and Design Gallery in leeds
	MAY 1/2 TERM Creation of set designs using paper manipulation and illustration techniques to create a moveable character and scene	Use of paper engineering, traditional illustration and dgital illustration techniques to create a effective scene for a stop frame animation/GIF	visit a Comic Con convention Watch model development and scene creation on you tube.

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