

Year 8

Subject: Art

Overview of the year:

At Highgate Wood, KS3 art and design is a nine-term scheme of work that is an introduction to the world of visual creativity. It is designed to provide the necessary foundation for those who will choose art at GCSE as well giving a rounded experience to those who do not study the subject beyond year 9. We aim to introduce students to a spread of processes and materials in 2D and 3D. We also will introduce them to the key moments in 20th century western art as well as more recent developments that have seen a greater appreciation in art from other continents and cultures. Our primary focus in year 8 is development from two dimensional formal elements into colour and three dimensional work.

Ways to consolidate and extend your learning in art:

Ask your child to look at the visual world around them and consider how it links to their lessons.
Encourage your child to produce art at home, always have some pens and paper available.
Encourage your child to visit art galleries and exhibitions at home and abroad. London is one of the top five art cities in the world and there is so much free art to enjoy such as Tate Modern, Tate Britain, National Portrait Gallery, Design Museum and much more.
Encourage your child to do their own research into artists or art movements there some very well-made TV documentaries about art on BBC iPlayer.

SOW	Unit focus	Content	Skills	Assessment
1	Colour and Structures (2D) This term students will focus on colour and the many fantastic ways architects, designers, artists make use of colour in the design of buildings and in interiors. It's natural to associate playgrounds with childhood. Often these spaces appeal to people because they are colourful and the structures are exciting and dynamic. These public areas encourage, architects often incorporate incredibly surprising, non-traditional design elements into their construction.	Students will examine work such as Listening to Joy by Yinka Ilori. This exciting installation uses pattern, music and colour to inspire joy. The brightly coloured zippable mesh walls form a maze that can be opened and closed, creating new ways to change the space. Yinka Ilori is a London-based multidisciplinary artist of a British-Nigerian heritage, who specialises in storytelling by fusing his British and Nigerian heritage to tell new stories in contemporary design.	Designing, planning, sketching, producing thumbnail sketches and quick designs. Firming up designs to a more polished form using elements of perspective, adding colour and texture. Annotation and reviewing.	Playspace design and annotation skills.
2	Colour and Structures (2D) Colour is part of all of our lives. Colour can express feelings or become a symbol. Colour is a powerful cultural expression. In art and design the use of colour is often compared to the way music is composed. Some musical compositions are calm or thumping, quiet or deafening.	Chromatic Colour SWATCHES Students will make swatches of colours using the three primary colours. Swatches will be named to express 'sound' or 'mood' or 'atmosphere', these can be personal and connected to a place too as in the example, 'Day at Thorpe	Exploring primary, secondary and tertiary colours. Painting skills, skills of colour matching and colour harmony.	Colour weaving piece. Research into colour theory.

HIGHGATE WOOD SCHOOL: CURRICULUM MAP FOR KEY STAGE 3

	The same sensory experience applies to colour, but rather than musical notes and beats, artists and designers think about the way colours work together.	Park' or 'Broken Zips' or 'Rasputin's Berry' or 'faded denim'. Students will move on to looking at the work of Annie Albers and her colour weavings.		
3	Perspective and Architecture Perspective is a term that relates to different methods of rendering depth and distance accurately in art and design. This unit will cover on- and two-point perspective to help students draw complex shapes and structures accurately.	Students will start by producing creating free floating one-point perspective drawings using a horizon line and one vanishing point. The students will look at simple geometric shapes as well as how to extrude shapes such as lettering. We will move on to the more complex two-point perspective used for architectural scenes as well as still life drawing.	Learning about horizon line, orthogonal lines and multiple or changing view-points. Tone and shade will be used to develop architectural shapes. There will be an extension task of three-point perspective for some students.	Two-point perspective drawing.
4	Perspective and Architecture An investigation into architectural features and collagraph printing. Students will learn about significant architects including David Adjaye. Students own designs will be made into a collagraph print.	Drawing and designing skills from a range of architectural source material. Transferring designs to a printing plate involving cutting out and etching designs. Printing techniques using inks and a printing press.	Designing, drawing, transferring, cutting out, etching skills. Inking and printing plates. Annotation and reviewing.	Finished print.
5	Paper and Clay Structures (3D) Using the simple construction techniques of paper and card students will explore positive and negative space and recording structures. Students will design structures intended for clay.	Introduction to 3D forms. Paper structures exploring different types of paper and card. Drawings from the paper structures. Introduction to clay, designing clay pieces, choices of relief or fully 3D.	Design and drawing skills.	Design and positive/negative space drawing.
6	Paper and Clay Structures (3D) Producing clay pieces, bisque firing and learning about an applying glazes and colour.	Learning clay techniques, rolling clay, safe handling of materials, cutting piercing, pinching, scoring, etc. Basic introduction to preparing for firing. Reviewing bisque fired examples. Learning how to mix and prepare coloured glazes. Applying glazes and glaze firing. Review and annotation.	Clay rolling and making skills. Glazing skills and firing.	Final clay piece.