

Year 8 Curriculum

The 2 Strands

In KS3 we run two concurrent but linking strands on the development of practical skill and the development of art history knowledge.

These are both designed as three year courses to provide a deep theoretical and disciplinary overview of the sweep of art history and to provide a wide range of practical approaches to skills and making in art and design. Through both of these strands run theoretical, disciplinary and practical knowledge, including planning for the spiralling of repeated skills development with a key emphasis on drawing. We run termly projects to provide a depth of skills and knowledge learning. These are planned to cover a wide breadth over the three years and contain relevant links to the Art History strands.

In Year 8 the classwork projects are on Faces & Figures, Protest Posters and Animation. The Art History covers Baroque, Romanticism, Impressionism, Cubism and Art Nouveau.

The *curriculum roadmap* document provides an overview, the core knowledge in detail is provided below:

YEAR 8

CORE KNOWLEDGE & VOCABULARY

STRANDS	YR 8 TERM 1: FACES & FIGURES <i>What are the skills for confidently drawing faces & figures?</i>
Art & Design genre	Drawing, portraiture
Knowledge (theoretical)	Definition, history of portraits.
Knowledge (disciplinary)	The paradigms of Portraits: Traditional/Modern/Contemporary
Skills (practical knowledge)	Construction lines, facial proportions, shading for facial structure, detail in drawing features, treating hair as form, likeness, figure proportions.
Analysis	Verbal analysis in skills/knowledge discussion. Written analysis in concurrent Art History project.
Creativity /Intent	Practice of skills, developing into personal portrait responses.
Psychology	Managing people and their confidence when completing portraits.



BAROQUE	CORE KNOWLEDGE & VOCABULARY
WHEN DID IT START?	1600
WHERE DID IT DEVELOP?	Italy, then spread to Spain, Belgium & Netherlands (Holland)
WHAT WAS THE CONTEXT ?	The Reformation - The church split into Catholic (traditional) and Protestant (new version of Christianity), causing great conflict across Europe.
WHAT WERE THE 4 KEY FEATURES ?	Contrast (use of light & dark). Religious themes. Dramatic. Large and detailed.
HOW DID IT EVOLVE ?	Extended the painting techniques of the Renaissance.
WHAT WAS REVOLUTIONARY ?	Action scenes. Dramatic lighting. Politics of the Reformation.
4 KEY ARTWORKS:	NAME THE ARTWORK & ARTIST BELOW.



1. *Judith beheading Holofernes* by Caravaggio



2. *Girl with a Pearl Earring* by Vermeer

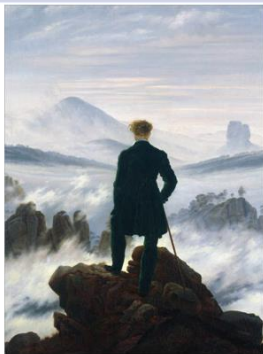


3. *St George & the Dragon* by Rubens



4. *Self Portrait* by Rembrandt

ROMANTICISM	CORE KNOWLEDGE & VOCABULARY
WHEN DID IT START?	1790
WHERE DID IT DEVELOP?	Europe – Mainly France, England, Germany & Spain.
WHAT WAS THE CONTEXT?	The Enlightenment (Science challenging religion). The French Revolution (The people challenging the divine right of kings). The Industrial Revolution (The beginning of engines, electricity, factories, railways, pollution, capitalism).
WHAT WERE THE 4 KEY FEATURES?	Freedom & the individual. Nature vs Industry. Escapism. Human Rights.
HOW DID IT EVOLVE?	Continued sense of drama and awe from the Baroque period.
WHAT WAS REVOLUTIONARY?	Themes of industry and science. The effect of the modern world on us.
3 KEY ARTWORKS:	NAME THE ARTWORK & ARTIST BELOW.



1. *Wanderer above the Sea of Fog* by Caspar David Friedrich



2. *The Fighting Temeraire* by Joseph Turner



3. *Liberty Leading the People* by Eugene Delacroix

CORE KNOWLEDGE & VOCABULARY

STRANDS	YR 8 TERM 2: PROTEST POSTERS <i>How can protest posters change the world?</i>
Art & Design genre	Design, Text and Collage
Knowledge (theoretical)	Definition, history of protest posters and methods.
Knowledge (disciplinary)	The paradigms of Protest posters: Traditional/Modern/Contemporary – How Propaganda works.
Skills (practical knowledge)	Collage skills, colour schemes, colour blocking, balancing text and image, text skills, 3 tone stencil app, graphic design elements, creating impact.
Analysis	Verbal analysis in skills/knowledge discussion. Written analysis in concurrent Art History project.
Creativity /Intent	Practice of skills, developing into personal political responses.
Psychology	Using the 'Us, Me, & Them' brain modes to trigger responses. Understand how propaganda affects our brains.



IMPRESSIONISM	CORE KNOWLEDGE & VOCABULARY
WHEN DID IT START?	1860
WHERE DID IT DEVELOP?	Paris, France.
WHAT WAS THE CONTEXT?	Invention of the camera, freeing painters to do different things. Huge re-building of Paris with new buildings and street layouts.
WHAT WERE THE 4 KEY FEATURES?	Bold brush strokes. Thick paint. Effects of light. Atmosphere.
HOW DID IT EVOLVE?	Influence of expressive Romantic painters – especially Turner.
WHAT WAS REVOLUTIONARY?	Visible brush-strokes. Rapid painting style. Capturing an <i>impression</i> – not reality.
3 KEY ARTWORKS:	NAME THE ARTWORK & ARTIST BELOW.



1. *Impression, Sunrise* by Claude Monet



2. *A Bar at the Folies-Bergere* by Edouard Manet



3. *The Starry Night* by Vincent Van Gogh

CUBISM	CORE KNOWLEDGE & VOCABULARY
WHEN DID IT START?	1907
WHERE DID IT DEVELOP?	Paris, France (by the French Georges Braques and the Spanish Pablo Picasso who was living there.)
WHAT WAS THE CONTEXT?	African art and sculpture appeared in Paris museums.
WHAT WERE THE 4 KEY FEATURES?	Multiple angles. Layering. Collage. Non- realistic.
HOW DID IT EVOLVE?	Impressionism had inspired new ways to define art.
WHAT WAS REVOLUTIONARY?	'Non- representational'. Multi-angled. No rules of perspective or realism.
3 KEY ARTWORKS:	NAME THE ARTWORK & ARTIST BELOW.



1. *Violin & Pitcher* by Georges Braque



2. *Guernica* by Pablo Picasso



3. *Nude descending a Staircase* by Marcel Duchamp

CORE KNOWLEDGE & VOCABULARY

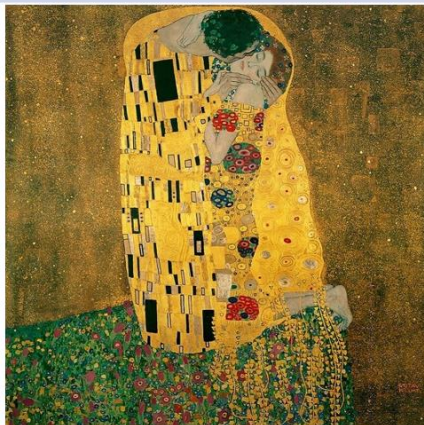
STRANDS	YR 8 TERM 3: ANIMATION <i>How can plasticine & an iPad create a great animation?</i>
Art & Design genre	Animation/Clay sculpting/Set Design
Knowledge (theoretical)	Definition, history of animation.
Knowledge (disciplinary)	The paradigms of Animation: Traditional/Modern/Contemporary
Skills (practical knowledge)	Character design. Modelling and construction techniques. Constructing a narrative. Storyboarding. Set design. Creative teamwork. Animation, filming and editing. Sound editing.
Analysis	Verbal analysis in skills/knowledge discussion. Written analysis in concurrent Art History project.
Creativity /Intent	Creating meaningful and personal storylines.
Psychology	Elements of a story that engage us. Effect of character on audience. Growth Mindset on tech skills required.



ART NOUVEAU	CORE KNOWLEDGE & VOCABULARY
WHEN DID IT START?	1880
WHERE DID IT DEVELOP?	Europe
WHAT WAS THE CONTEXT ?	A growing middle class with money to spend. Advertising taking off.
WHAT WERE THE 4 KEY FEATURES ?	Natural forms, outlines, patterns, curves.
HOW DID IT EVOLVE ?	Developed from the British <i>Arts & Crafts</i> movement. Inspired by Toulouse-Lautrec
WHAT WAS REVOLUTIONARY ?	Created a new 'visual language.' A Design and Art cross-over.
3 KEY ARTWORKS:	NAME THE ARTWORK & ARTIST BELOW.



1. *Gismonda* poster by Alphonse Mucha



2. *The Kiss* by Gustav Klimt



3. *Woodpecker Tapestry* by William Morris