



Creative Arts Department Curriculum and Assessment Map

	Half Term 1	Half-Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Year 8 Character design	Formal element Line and tone Artist research	Artist analysis Art history	Art Movement- Surrealism	Developing design ideas	Sculpture 3-Dimensional Art	Sculpture 3-Dimensional Art
Fundamental Knowledge	Be able to use continuous line methods to create a range of still life drawings Learn about positive and negative space Be able to create a successful composition Look at artist Tim Burton Create mind map about Tim Burton Create a tonal pastiche of a Tim Burton Character. Be able to use observation and the grid technique to draw from an image Be able to use directional and graduated tones to create the illusion of 3d Explore tone further using watercolour and monochrome colour palette	Art history – Surrealism. Produce a visual mind map surrounding Surrealism and Salvador Dali. Explore Surrealism via technique of exquisite corpse. Be able to use key art terminology to analyse artwork Be able to discuss the work in detail, the meaning and possible messages that might be portrayed	Introduction of Jon Burgerman Explore automatism through 'taking pencil form a walk' Revisit colour wheel Understand tonal colour theory Be able to look at tonal paintings and recreate a copy of an artist's work Be able to identify key elements within surrealist artwork, such as juxtaposition	Designing and developing final piece for project. Develop 4 character design ideas inspired by artists covered in the topic. Final design idea page of own character design Drawing includes a variety of inspired designs	Final piece 3D modelling and sculpting. Explorations of modelling techniques and methods Papier Mache	Creating a final piece that incorporates influence of the Surrealism art movement Use media and techniques skilfully to produce a sculptural piece with surface colour and decoration Utilise medial other than paint to create visual language Understand how work can be improved

Learning Checkpoint Tasks		LC1 – Understanding Tone. Observational drawing skills		LC2 – Artist and artwork analysis. Understanding of and use of visual language		LC3 – Utilising influence. Demonstrate refinement in ideas
Common Assessment Task	Observational Drawings		Artist Research and Artist Copies		Artist understanding and Final Piece	
Interleaved Knowledge	Be able to create tone from light to dark The use of tone in work and how to develop this using different media Creating compositions and the use of positive and negative space Using key terminology to analyse the artist's work in detail		Knowledge of art history Be able to recognise key paintings and styles Be able to discuss and evaluate paintings Be able to use technical vocabulary Develop the use of photoshop that is used in creative arts and ICT		Knowledge of art history Be able to recognise key characteristics of Surrealism Be able to discuss and evaluate sculptural work as it develops Be able to use technical vocabulary	