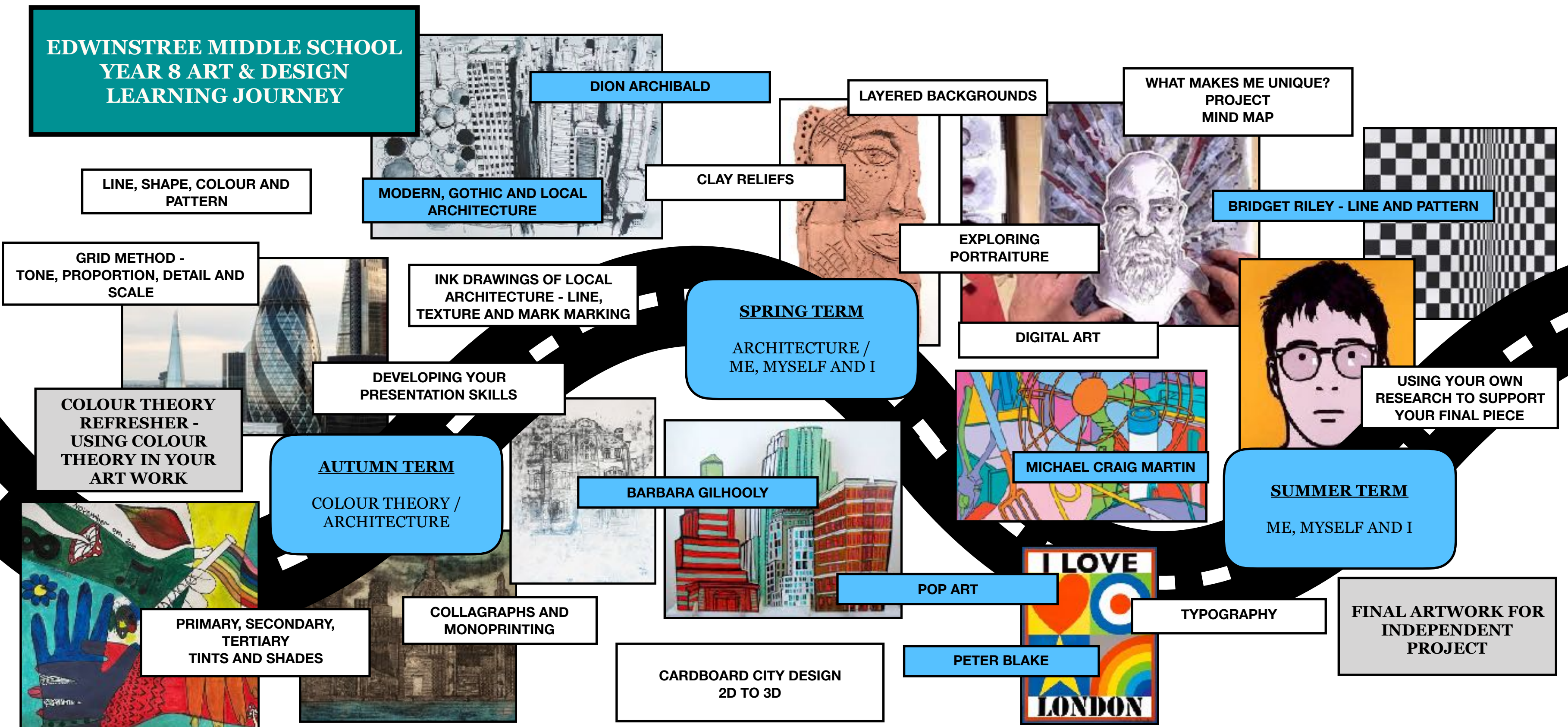


EDWINSTREE MIDDLE SCHOOL YEAR 8 ART & DESIGN LEARNING JOURNEY



AUTUMN THRESHOLD CONCEPTS

Can I...

- Use my knowledge of colour theory when painting?
- Use my sketchbook to plan, record observations, reflect and develop ideas?
- Generate ideas in my sketchbook using a range of drawing materials?
- Explore the different outcomes that materials can have?
- Use the ideas of artists and architecture to develop my own skills as an artist?
- Evaluate my own work using key words and language?
- Use different forms of art to support my own learning?
- Create collages using mono printing?
- Develop my presentation skills?
- Develop my observational skills when drawing?

SPRING THRESHOLD CONCEPTS

Can I...

- Use a sketchbook to turn 2D designs into 3D art works?
- Use my sketchbook to plan, record observations, reflect and develop ideas?
- Generate ideas in my sketchbook using a range of materials?
- Explore the different outcomes that materials can have?
- Show how the study of an artists supports my final outcome?
- Research artists, designers and architects to support my creativity?
- Explain which tools are best for mark making, surface decoration and painting?
- Create collagraphs that represent architecture?
- Use colour that create expressive art works?
- Create imaginative artworks that represent the world I live in?
- Discuss different aspects of my own and other's work?

SUMMER THRESHOLD CONCEPTS

Can I...

- Use my sketchbook to plan, record observations, reflect and develop ideas?
- Generate ideas in my sketchbook using a range of materials?
- Explore the different outcomes that materials can have?
- Research artists, designers and architects to develop my own skills as an artist?
- Develop my ideas from my own research, using the internet or books?
- Explore typography and logos?
- Use colour to create expressive art works?
- Create imaginative artworks that represent the world I live in?
- Evaluate my own work using key words and technical language?
- Compare and describe different ideas and approaches used by artists and designers, thinking about the context of their work?