

Year 8 Art & Design Threshold Concepts

Colour Theory through Painting / Architecture / Independent Project (Me, Myself and I)

By the end of Year 8, students are expected to...

| Generating Ideas | Knowledge | Making | Evaluate | Greater Depth |
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| Use your sketchbook to create ideas that respond to artists/designers and their works. | Use your knowledge of colour theory, the physical mixing of colours and optical colour mixing when painting. | Use colour theory to create expressive paintings that show the mixing of secondary and tertiary colours as well as your knowledge of tints and shades. | Respond to the creative outcomes of others with an open mind, expressing a preference and personal opinion. | Confidently and independently source new and unfamiliar materials to create art work. |
| Use your sketchbook to develop ideas creatively and help plan art works in 2D and 3D. | Research artists, architects and designers to support your own creativity and individuality. | Produce observational drawings that experiment with line, shape, tone, colour, texture, form and space by using a variety of drawing materials. | Evaluate your own work, adapting and refining choices and actions, applying your understanding of different forms of art to improve and realise your own creative intentions. | Extend your practical and technical skills by using the qualities of line, shape, mark and texture. |
| Use your sketchbook for different purposes, including recording observations, planning, reflecting and developing and ordering ideas. | Know the different outcomes that materials can have and use this to help create your art work. | Create monoprints using a variety of prepared backgrounds and inspiration from architecture. | Discuss different aspects of your own and other's work. | Work confidently to improve your understanding of the properties of different materials and how they can be manipulated to communicate specific meaning. |

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| <p>Show how your study of the work of artists and designers has informed your final outcome.</p> | <p>Know which tools are best/suitable to select for controlling your mark-making, painting and surface decoration.</p> | <p>Create imaginative responses and representations of the real world in response to your study of artists, craftspeople and designers.</p> | <p>Compare, analyse and describe different ideas and approaches used by artists and designers, recognising the influence of contexts, cultures and times on their work.</p> | <p>Exploit the unique characteristics of the work of the artists, designers or architects studied, in order to inform creative actions and the selection of processes and techniques.</p> |
| <p>Explain or show how your individual selection of an artist, designer or craftsperson to study, informs your personal actions to realise creative intentions.</p> | <p>Respond to different creative forms from diverse historical periods, cultures and times e.g. artists, craftspeople, designers, architects, digital, photographic and graphic media artists.</p> | <p>Work safely in the art room, thinking carefully about your presentation of work.</p> | | <p>Explore the characteristics of different media, processes and techniques, in order to express personal ideas, communicate meaning and intentions.</p> |
| <p>Use a range of drawing materials in your sketchbook to generate ideas for final outcomes.</p> | <p>Develop creative ideas from my own research and recordings.</p> | <p>Explore the process of sculpture by modelling using clay.</p> | | |
| <p>Use web and book based research to inform your experience of how artists develop ideas to create outcomes.</p> | | <p>Explore typography and logos to create expressive and original artworks.</p> | | |

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| | | <p>Develop research skills by collecting, assembling, cutting, tearing, sticking, layering and collaging to create work informed by a variety of found and created resources, from other sources, artists, craftspeople, architects and designers.</p> | | |
| Becoming an Artist... | | | Maths Threshold Concepts | English Threshold Concepts |
| <p>Practise your own art skills by using the elements of art or artists you have studied. For example, observational drawings, photography or paintings.</p> <p>Independently research artists, designers or architects by using the internet, books or galleries.</p> | | | <p>Using mathematical equipment Using ratio and fractions Creating tessellations Rotating and reflecting shapes</p> | <p>Evaluating work (verbal and written) Reading and writing about Artists and Art Movements Expressing their 'own critical voice' Learn about the links between literature and art.</p> |