

AUTUMN 1

<p><u>Introduction to Art and Photography</u> Students will be introduced to departmental staff and inspirational examples of work from all key stages. Students will produce two pieces of work introducing themselves and their beliefs to their group and teacher in the form of an Identity mind map and positive slogan.</p>	<p><u>Architecture 1 - Research</u> Students will begin to explore the theme of Architecture. Activities will encourage them to reflect on local, personal, and cultural architecture. Students will complete a baseline assessment drawing activity (of a local building) to establish prior learning from year 7</p>	<p>Prior Learning Drawing activities supported by understanding of composition, line, tonal shading, and detail delivered in Year 7.</p>
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AUTUMN 2

<p><u>Architecture 2 - Observations inspired by Artists.</u> Students will research Op Art and Friedensreich Hundertwasser. They will apply their understanding of the artist's styles to their drawings of local architecture. Students will use pencil shading and paint techniques. Students will revisit tonal shading skills and produce a detailed tonal study of local architecture.</p>	<p>Prior Learning Drawing activities supported by understanding of composition, line, tonal shading, and detail delivered in Year 7.</p>
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SPRING 1

<p><u>Architecture 3 - Careers connected with Architecture</u> Students will explore the work of a variety of creative practitioners, all inspired by the theme of architecture. They will carry out practical activities inspired by Photographers and Illustrators. Research will be carried out into the training and skills required to be an Architect.</p>	<p>Prior Learning Design drawing activities supported by understanding of composition, 1 delivered in Year 7.</p>
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SPRING 2

<p><u>Architecture 4- Being an Architect</u> Students will take on the role of architect. They will design a dream home using relevant drawing skills. Designs will include front elevation, plan view and an Interior design.</p>	<p><u>Architecture 5- Mindfulness</u> Students will work on an Architecture doodle activity for the final weeks of term. This will encourage students to work with focus and control. Students will learn that creative activities are excellent for mindfulness and mental wellbeing.</p>	<p>Prior Learning Design drawing activities supported by understanding of composition delivered in Year 7.</p>
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SUMMER 1

<p><u>Video Game Design</u> Students will explore the world of video game design. They will research designers, explore the game design process, and go on to design characters, power ups and locations for their own game, set in the local community.</p>	<p>Prior Learning Design drawing activities supported by understanding of composition, line, tone, and colour delivered in Year 7 and 8.</p>
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SUMMER 2

<p><u>Video Game Design</u> Students will create 3D versions of their video game characters and card relief platforms inspired by local architecture. They will go on to explore stop animation techniques to produce an animation to demonstrate a scene from their computer game. Students will also become product designers, creating a range of merchandising items that fit with their game design.</p>	<p>Prior Learning Design drawing activities supported by understanding of composition, line, tone, and colour delivered in Year 7 and 8.</p>
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CAREERS LINKS

Fine artist, photographers, mixed media artist.
Shoe designers and fine artists, artists, sculptors, puppet makers, animators.

CHARACTER LINKS

Students may be inspired and motivated (performance virtue) by the range of exciting careers presented.
Social confidence (performance virtues) - students will present their game designs to the class in a dragon's den style speaking activity.

KEY ASSESSMENT DATES

A formative assessment is completed at the start of the year. Assessment is carried out at regular intervals following the completion of key tasks – for example, Piece Hall drawing, Artist research and summer term final piece.