

# Art & Design Technology



		Year 7 <i>2 double lessons per fortnight</i>			Year 8 <i>2 double lessons per fortnight</i>				
		Lesson	Topic	Learning Aims	Time Frame	Topic	Learning Aims	Time Frame	
Art	1	Under the Sea		To <b>identify, recall</b> and <b>discuss</b> facts about the great barrier reef through research.		Ready Steady Rodents!	To <b>identify, recall</b> and <b>discuss</b> , the life of a small rodent through research methods and class quiz. To confidently present finding in sk/bk		
	2			To <b>present</b> research neatly in sketchbooks				To <b>produce</b> several rodent <b>observations</b> , using different drawing media and techniques	
	3			<b>Observe</b> various jelly fish using specialist ink and biro and zentangle <b>application</b> skills				To <b>know</b> and <b>understand</b> how to create a animated storyboard working in frames, camera angles, SFX and character design	
	4			To <b>apply</b> and <b>demonstrate</b> how to apply oil pastel blending techniques in the form of a seashell.				To <b>explore</b> and <b>experiment</b> using mono-printing techniques, to <b>produce</b> several artist inspired <b>observations</b> .	
	5							To <b>produce own responses</b> to chalk and charcoal Rodent Artists working in A2	
	6			To <b>explore</b> and <b>recognise</b> how Octopus play an important role in marine life. To <b>create</b> research of Octopus facts				To <b>create</b> a character design of own rodent with confidence.	
	7							To <b>practice</b> and <b>produce</b> 2 stitching techniques- running stitch and overcast stitch	
	8			<b>Produce</b> leading <b>observations applying</b> the scraffitto technique	End of term 1			To <b>apply</b> textile building skills to <b>construct</b> own 3D rodent	
	9			To <b>explore</b> the style, and <b>produce</b> a personal visual response to Octopus Artist Colleen Wilcox.				To support peers with needle threading and sewing techniques to <b>improve</b> skills	
	10							To be able to showcase (photo shoot), <b>analyse</b> and <b>evaluate</b> progress of final outcomes	End of Term 2
	11			To <b>explore</b> and <b>experiment</b> with different materials to create one of 4 final pieces				<i>Keywords</i>	
	12			To <b>demonstrate</b> confidence when <b>applying</b> 3D processes and techniques				<i>rodents, observations, tonal techniques, colour blending, scale and proportion and mapping out, mono printing, artist study, character design, initial ideas, running stitch and overcast stitch, fabric scissors, wadding, felt, glue gun, 3D construction</i>	
	13			To work in a wide variety of media and materials					
	14			<b>Evaluate</b> processes, techniques and final outcomes	End of Term 2				
	15			<i>Keywords:</i>					
	16			<i>Aquatic life, observations, jelly fish, Octopus, ink and biro illustrations, zentangle patterns, Scraffitto technique Artist studies , 3D coral reef, collaboration, processes and techniques, media and materials,</i>					
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	20								
				End of term 3					End of Term 3