



Curriculum Narrative

Subject: Art, Design and Technology	Year: 8	Author: D. Nicholls
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Key Knowledge <i>Students will know</i>	Key Skills <i>Students will be able to</i>
<p><u>Key Threshold Concepts:</u></p> <p>3D Design</p> <ul style="list-style-type: none"> Ferrous and Non-Ferrous metals Card modelling to communicate ideas The need for, and properties of, a range of surface finishes <p>Art, Craft and Design</p> <ul style="list-style-type: none"> Colour theory – inc. Colour wheel Advanced pencil use, inc burnishing etc Typography as an art form Core concepts of Art: Graduated tone, composition, proportion, depth, accuracy of line, observational, mark-making, texture, contextual references & use of art specific language 	<p><u>Subject Skills:</u></p> <p><u>Common across all specialisms:</u> <i>Analysis of a problem or brief, Understanding of materials and specialist processes, How to develop, plan, and communicate ideas, How to safely work with tools, equipment, materials, and components to make quality outcomes, Evaluate processes and products.</i></p> <p>3D Design</p> <ul style="list-style-type: none"> Health and Safety principles An understanding of Wood as a material – Tree to Timber Use of hand tools – coping saw, abrasive papers, mallets, chisels Use of pedestal machines – pillar drill, fretsaw, belt sander Use of Industrial Processes – Vacuum Former <p>Art, Craft and Design</p> <ul style="list-style-type: none"> Express opinions on subjects explored confidently Use colour pencils carefully to realise intentions Demonstrate an ability with weaving Contextual references – Carson, Johns, Holzer, Kruger and Milhanes

<p><u>Subject Specific Knowledge and Sequencing:</u></p> <p>3D Design (Candle holder project) 1 lesson each two-week cycle</p> <ul style="list-style-type: none"> Autumn – Keeping Safe, Material classification, Core communication skills (Graphics) Spring – Using workshop tools, model-making, marking out metal, shaping and abrading, riveting, surface finishes Summer – Assemblage and product testing <p>Art, Craft and Design 1 lesson each two-week cycle</p> <ul style="list-style-type: none"> Autumn – Colour theory, colour blending, proportion, accuracy. Drawing and evaluative skills. Spring – Typography, printmaking, painting, assemblage. Contextual references – Carson, Johns, Holzer, Kruger Summer – Cultural art, weaving, modelmaking. Contextual references – Varies, but could include Beatriz Milhanes 	<p><u>Prerequisites and Spiral Teaching:</u></p> <ul style="list-style-type: none"> Students will often start year 8 with a basic understanding of material classifications, Health and Safety and designerly thinking. Students should have some skills in using specialist tools and equipment Students will have knowledge with art skills of painting, drawing and sculpture, including the formal elements of art. Students will be taught knowledge about material classifications and properties. Students will be taught to use a wider range of tools and processes, building on their experiences last year.
<p><u>Cross-Curricular Knowledge Links</u></p> <ul style="list-style-type: none"> English- Evaluating, Speaking and listening skills Maths- Measuring skills, isometric drawings (3D shapes) analysing data Art/History- Art and Design movements Citizenship- Communication skills/Teamwork ICT- Use of Microsoft Office, Adobe Software 	
<p><u>Reading Lists / Sources / Reading around the subject recommendations:</u></p> <ul style="list-style-type: none"> Basic technical drawing by McGraw-Hill Education CGP Design and Technology Revision guide and workbook D&T app for smartphone www.bbcbitessize.co.uk www.technologystudent.co.uk 	

