

## Year 8

Half Term	Content	Assessment
Autumn 1	<p><b>Pop Art:</b> History of Pop Art and how styles and production of artwork changed during this period. Researching different artists understanding and why their work is considered 'Pop Art', exploring how they were influenced by popular culture and current events. Developing observational drawing skills and applying a 'Pop Art style' to your work. <i>Artists researched:</i> <i>Andy Warhol</i></p>	<p><b>Tri-Weekly</b> Pop Art research and application of knowledge. Observational drawing work</p> <p><b>Key Assessment</b> Mixed media outcomes with successful compositions.</p>
Autumn 2	<p><b>Popular culture through Portraiture:</b> Creating portraiture in the style of Roy Lichtenstein, exploring techniques such as Ben-Day dots and using text to create a comic book style piece. <i>Artists researched:</i> <i>Roy Lichtenstein</i></p>	<p><b>Tri-Weekly</b> Portrait, artist research</p> <p><b>Key Assessment</b> Pop Art prints</p>
Spring 1	<p><b>Swarms and Hives:</b> Summer themed project for all KS3. Year 8 will explore contemporary artist's depictions of bugs and insects, using pen and ink to create more illustrative designs. Collage with bright coloured papers and creating relief pieces. A focus on shape, pattern, line and colour. <i>Artists researched:</i> <i>Abby Diamond</i></p>	<p><b>Tri-Weekly</b> Artist research. Observations. Application of materials.</p> <p><b>Key Assessment</b> Relief outcome, use of colour, pattern and successful compositions.</p>
Spring 2	<p><b>Steampunk insects:</b> Research into the Steampunk art style, exploring how machinery, cogs and bolts are used to create animals and insects inspired by 19<sup>th</sup> century industrial steam-powered machinery. Use of scrap metals and objects to create wire 3D outcomes to hang as part of a 'swarm'. <i>Artists researched:</i> <i>Louis Bourgeois, Steampunk - Insect Lab by Mike Libby</i></p>	<p><b>Tri-Weekly</b> Artist research. Observational drawings. Design ideas taking inspiration from artist research.</p> <p><b>Key Assessment</b> 3D wire outcome</p>
Summer 1	<p><b>Pattern and Culture:</b> Exploring pattern in a range of cultures; Aboriginal, Native American, India. Developing use of paint, printmaking and collage to create repeat patterns. Investigating the work of traditional cultural pattern work and contemporary, creating work inspired by the artist Beatriz Milhaez, a Brazilian artist. Creating collaborative artwork for larger scale outcomes. <i>Artists researched:</i> <i>Beatriz Milhaez</i></p>	<p><b>Tri-Weekly</b> Artist research. Application of skills, e.g. painting, printmaking and collage.</p> <p><b>Key Assessment</b> Design ideas and unique outcomes for each culture.</p>
Summer 2	<p><b>Interior Design Challenge:</b> Exploring how pattern is used in creative industries to create unique brands and recognisable imagery. Applying pattern knowledge and design ideas to a repeated print, creating own wallpapers to be used in an interior design challenge task. Group work, understanding how to delegate and lead a team to create a cohesive design responding to a given brief. <i>Artists researched:</i> <i>Orla Kiely, Cath Kidston, Lowell Harder, Louis Vuitton</i></p>	<p><b>Tri-Weekly</b> Artist and industry research. Group work design plans.</p> <p><b>Key Assessment</b> Final presentation of interior design work, final prints of pattern designs responding to briefs.</p>