



## Year 8 Autumn Learning Journey

### Prior Learning

Student will have learned about the formal elements LINE, SHAPE, COLOUR, TONE, TEXTURE, SHAPE and PATTERN. They will have experimented with different materials to explore how to apply the different elements to create a realistic or abstract art piece.

### Scheme of Learning

### Year 8 Monsters Project

#### Objectives:

**KNOWLEDGE:** To develop the knowledge of relevant artists and use them as inspiration for their clay design.

**SKILLS:** To construct a sculpture using pinch pots and clay modelling tools. How to create texture and detail in clay.

Lesson	Tasks	Literacy	Homework	✓
1	<b>INTRODUCTION TO PROJECT-</b> Artist Brain Froud. Experiment with collage to create a mythical creature.	<b>Mythical</b>	<b>LITERACY:</b> Key words for spelling test.	
2	<b>MEMORY RECALL-</b> Key words and definitions. Development of mythical collage.	<b>Layering</b>	Spelling test.	
3	<b>MEMORY RECALL-</b> Creating texture Sketching mythical creatures considering texture.	<b>Texture</b>	<b>FLIP LEARNING:</b> Medieval monster analysis.	
4	<b>FLIP LEARNING-</b> Class discussion artist Hieronymus Bosch Continuation of sketches.	<b>Symbolism</b>	Homework hand in.	
5	<b>MEMORY RECALL-</b> Identifying key words. Sketch design ideas for your monster.	<b>Design</b>	<b>FLIP LEARNING:</b> Research and print a selection of images for your own monster.	
6	<b>CLOSING THE GAP-</b> Review and refine work. Complete design ideas. Peer discussion.	<b>Refine</b>	Homework hand in.	
7	<b>CLAY HEATH AND SAFETY-</b> Introduction to clay. Learn how to make a clay pinch pot.	<b>Pinch pot</b>	<b>RETRIEVAL:</b> Core knowledge quiz.	
8	<b>THINKING TIME-</b> Mythical creature textures. Creating monster features in clay.	<b>Detail</b>	Homework hand in.	
9	<b>CLASS DISCUSSION-</b> Analysing exemplar material. Development of clay monster.	<b>Originality</b>	<b>FLIP LEARNING:</b> Artist analysis Eva Funderburgh.	
10	<b>CLASS DISCUSSION-</b> Artist analysis Eva Funderburgh Application of detail and texture on monster.	<b>Analysis</b>	Homework hand in.	
11	<b>GALLERY WALK-</b> Review of work. Final refining of clay monster.	<b>Layer</b>	<b>LITERACY RECALL:</b> Key words for spelling test.	
12	<b>CLASS DISCUSSION-</b> Introduction to typography. Develop a monster typography design for your creature.	<b>Typography</b>	Spelling test.	
13	<b>CLOSING THE GAP-</b> Refine project. Experiment with typography and colour.	<b>Experiment</b>	<b>RETRIEVAL:</b> Core knowledge quiz	
14	<b>GALLERY WALK-</b> Review of class work. Refine project work.	<b>Expression</b>	Homework hand in.	

### Future Learning (including real – life)

Year 9	GCSE Art	CAREERS
Surrealism- Generating ideas inspired by artists.	Students produce a portfolio of practical work showing their personal response.	Artist, Illustrator, Graphic designer, Interior designer, Art teacher or Lecturer, Curator, Creative Director, Marketing and Advertising, Game Designer, Animator, Product Designer, Art Therapist, Medical Illustrator, Set Designer and many more...