

Year 8 ArTextiles

By the end of Year 8 in **Art and Textiles** we expect students to be able to:

- Develop knowledge and understanding of art, craft and design. Pupils will be encouraged to think about the context of their work
- Experiment and develop skill with 3- D materials and illustration techniques across art and textiles
- Develop skill with observational drawing techniques, using a variety of different drawing materials including oil pastels, drawing ink, fabric paint/ink, sewing and tonal drawing pencils.
- Collaborate as part of a team to produce large scale art work.

		Working Towards Target	At Expected Target	Above Expected Target	End of unit grade
UNIT 1 Clay Project : African cultures and tribes	AO1 Create a research page based on an African Culture/tribe				
	AO2 Exploration of materials				
	AO3 Develop clay modelling skills				
	AO4 Final clay sculpture showing links with research and experiments				
Overall unit performance					
FFL:	Meeting behaviour for learning standards	Actively engaged in the learning	Regularly complete HWK to a high standard	Completing CWK to a high standard	Is a resilient learner 'Doesn't give up easily'
Achieved:					

		Working Towards Target	At Expected Target	Above Expected Target	End of unit grade
UNIT 2 Design and make a textile snood	A02 Develop a design based on Adinkra symbols				
	A03 Skill and control using textile paints and textile printing techniques				
	A04 Final snood				
Overall unit performance					
FFL:	Meeting behaviour for learning standards	Actively engaged in the learning	Regularly complete HWK to a high standard	Completing CWK to a high standard	Is a resilient learner 'Doesn't give up easily'
Achieved:					

		Working Towards Target	At Expected Target	Above Expected Target	End of unit grade
UNIT 3 Illustrating a poem based on a sea creature	AO1 Create a research page based on a mythological sea creature poem				
	AO2: Experiment with creating illustrations of words described in the poem				
	AO3 Skill and control using a range of drawing materials forcing on tone and directional shading.				
	AO4 Create an imaginative composition of the sea creature in the ocean				
Overall unit performance					
FFL:	Meeting behaviour for learning standards	Actively engaged in the learning	Regularly complete HWK to a high standard	Completing CWK to a high standard	Is a resilient learner 'Doesn't give up easily'
Achieved:					