



Sandon Road, Meir, Stoke-on-Trent, ST3 7DF Telephone: 01782 377100 Fax: 01782 377101

Email: info@omera.co.uk Website: www.ormistonmeridianacademy.co.uk

Principal: Mrs C Stanyer

## Subject: Art

## Year 8 Curriculum Map 2024 - 25

Week Commencing	Topic (including links to additional resources)	Assessment Window
Staff INSET 02/09 Students Return 03/09	Review and recall of previous knowledge and skills experienced in Y7 Art. Shape, forms, tonal application, colour theory and artist understanding.	
09/09/2024	Feedback and critical reflection. Review and recall of previous knowledge and skills experienced at Y7 Art.	
16/09/2024	<b>Day of the Dead</b> What is a festival? Analysis of festivals- Origins, traditions, celebrations, music, costume, events and cultural identity.	
23/09/2024	Introduction to The Mexican Day of the Dead Festival, broadening understanding of traditional beliefs, ideas and cultural identity associated with The Day of the Dead Festival.	
30/09/2024	Tonal Rendering of Mexican skull. Recall of practical tonal pencil control skills. Learning checkpoint on comprehension.	
07/10/2024	Comparison of Day of the Dead and Halloween Festivals. Identifying common features and traditions of both festivals including costume, foods, motifs, music and Folk Art.	
14/10/2024	Introduction to Sugar Skulls. Identification of visual features, patterns and materials used to produce traditional sugar skulls made by Mexican families.	
21/10/2024	Sugar Skulls. Symmetrical outlines. Recall and application of grid transfer skills to mirror image decorative designs on to a skull.	Achievement Round 1
October Half Term		
04/11/2024	Tonal Human Skull Learning Checkpoint. Outline match and plotting, Symmetry and mirror image. A focus on proportion, quality of line and accurate placement.	Achievement Round 1
11/11/2024	Tonal Human Skull Learning Checkpoint. Outline match and plotting, Symmetry and mirror image. A focus on proportion, quality of line and accurate placement.	
18/11/2024	Feedback and critical reflection	
25/11/2024	What is a Calavera figure? Introduction to Mexican ofrendas. An investigation of home altars with a collection of objects placed on a ritual display during the annual and traditionally Mexican Día de Muertos celebration. What are they used for? Who creates them? What is the purpose of the offerings?	
02/12/2024	Creating a group Ofrenda.	

Ormiston Meridian Academy is committed to safeguarding and promoting the welfare of children and young people and expects all staff and volunteers to share this commitment.



09/12/2024	Creating a group Ofrenda.	
16/12/2024	I can progress statement feedback. AR1 DDI	
Christmas Break		
06/01/2025	Calavera mask design (pencil or paint). Design themes associated with The Day of the Dead festival, use of symmetry.	
13/01/2025	Calavera mask design (pencil or paint). Design themes associated with The Day of the Dead festival, use of symmetry.	
20/01/2025	Calavera mask design (pencil or paint). Use of colour blending and layering techniques.	
27/01/2025	Calavera mask design (pencil or paint). Use of colour blending and layering techniques.	Achievement Round 2
03/02/2025	The Day of The Dead Board Game, consolidation of learning.	Achievement Round 2
10/02/2025	<b>Cubism</b> What is an Art Movement? Researching Cubism and the term Abstract Art. Sketchbook background preparation.	
February Half Term		
24/02/2025	Consolidation of Cubism information, including artist awareness of Picasso and Braque. Observational pencil sketching using secondary sources (guitar images) to support drawing from different viewpoints.	
03/03/2025	Observational sketching continued. Developing mark making techniques using black biro pen (Mark Making Log).	
10/03/2025	Creation of tonal details into sketching through biro mark making techniques	
17/03/2025	Ongoing development of tonal details using biro mark making techniques. Introduction of accent colour to support contrast, directional blending techniques. Learning checkpoint.	
24/03/2023	Feedback and critical reflection	
31/03/2025	I can progress statement feedback. AR2 DDI	
07/04/2025	<b>Picasso</b> Artist awareness looking at the range of styles and techniques used over time.	
Easter Break		
28/04/2025	<b>Picasso 3D Guitar Challenge</b> Exploring and developing an awareness of Picasso's 3D cardboard guitar constructions.	
05/05/25	<b>Picasso 3D Guitar Challenge</b> Identifying the sequence of making, materials available and selecting cardboard shapes to use as part of individual 3D designs	
12/05/2025	<b>Picasso 3D Guitar Challenge</b> Developing practical awareness of joining and strengthening techniques to use in card construction. Individual design development whilst showing the influence of Picasso and Cubism ideas.	

19/05/2025	Learning Checkpoint Feedback on guitars constructed so far, use of practical technique recall to support individual progress.	
May Half Term		
02/06/2025	Picasso 3D Guitar Challenge Using card attachments and string to support the development of design details and texture.	
09/06/2025	Picasso 3D Guitar Challenge Using colour media to develop visual interest and individuality to guitar designs.	
16/06/2025	Picasso Guitar Evaluation. How to evaluate your 3D cardboard guitar and developmental direct observational drawing.	Achievement Round 3
23/06/2025	Picasso Guitar Evaluation. How to evaluate your 3D cardboard guitar and developmental direct observational drawing.	Achievement Round 3
30/06/2025	Drawing development continued using mixed media techniques (biro mark making, pencil line and tone, colour blending techniques, collage and frottage).	Achievement Round 3
07/07/2025	Drawing development continued using mixed media techniques (biro mark making, pencil line and tone, colour blending techniques, collage and frottage).	
14/07/2025	Drawing development continued using mixed media techniques (biro mark making, pencil line and tone, colour blending techniques, collage and frottage).	
21/07/2025	Drawing development continued using mixed media techniques (biro mark making, pencil line and tone, colour blending techniques, collage and frottage).	