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Year 8 Curriculum Map 2025 - 26 Subject: Art Week Assessment Topic (including links to additional resources) Commencing Window Staff INSET 01/09 Review and recall of previous knowledge and skills experienced in Y7 Art. Students Shape, forms, tonal application, colour theory and artist understanding. Return 02/09 Feedback and critical reflection. Review and recall of previous knowledge and skills experienced at Y7 Art. 08/09/2025 Day of the Dead What is a festival? Analysis of festivals- Origins, traditions, celebrations, music, costume, events and cultural 15/09/2025 Introduction to The Mexican Day of the Dead Festival, broadening understanding of traditional beliefs, ideas 22/09/2025 and cultural identity associated with The Day of the Dead Festival Tonal Rendering of Mexican skull. Recall of practical tonal pencil control skills. Learning checkpoint on 29/09/2025 comprehension. Comparison of Day of the Dead and Halloween Festivals. Identifying common features and traditions of both 06/10/2025 festivals including costume, foods, motifs, music and Folk Art. Introduction to Sugar Skulls. Identification of visual features, patterns and materials used to produce 13/10/2025 traditional sugar skulls made by Mexican families 20/10/2025 Symmetrical outlines. Recall and application of grid transfer skills to mirror image decorative designs on to a skull October Half Term Tonal Human Skull Learning Checkpoint. 03/11/2025 Outline match and plotting, Symmetry and mirror image. A focus on proportion, quality of line and accurate AR1 Tonal Human Skull Learning Checkpoint. 10/11/2025 Outline match and plotting, Symmetry and mirror image. A focus on proportion, quality of line and accurate placement Feedback and critical reflection 17/11/2025

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.

What is a Calavera figure? Introduction to Mexican ofrendas. An investigation of home altars with a

celebration. What are they used for? Who creates them? What is the purpose of the offerings?

collection of objects placed on a ritual display during the annual and traditionally Mexican Día de Muertos



24/11/2025

01/12/2025





Creating a group Ofrenda













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08/12/2025	Creating a group Ofrenda	
15/12/2025	I can progress statement feedback. AR1 DDI	
Christmas Break		
05/01/2026	Calavera mask design (pencil or paint). Design themes associated with The Day of the Dead festival, use of symmetry.	
12/01/2026	Calavera mask design (pencil or paint). Design themes associated with The Day of the Dead festival, use of symmetry.	
19/01/2026	Calavera mask design (pencil or paint). Design themes associated with The Day of the Dead festival, use of symmetry.	
26/01/2026	Calavera mask design (pencil or paint). Design themes associated with The Day of the Dead festival, use of symmetry.	AR2
02/02/2026	The Day of The Dead consolidation of learning. Board game/quiz	AR2
09/02/2026	Cubism What is an Art Movement? Researching Cubism and the term Abstract Art. Sketchbook background preparation.	
February Half Term		
23/02/2026	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.	
02/03/2026	Observational sketching continued. Developing mark making techniques using black biro pen (Mark Making Log).	
09/03/2026	Creation of tonal details into sketching through biro mark making techniques	
16/03/2026	Ongoing development of tonal details using biro mark making techniques. Introduction of accent colour to support contrast, directional blending techniques. Learning checkpoint.	
23/03/2026	Feedback and critical reflection	
Easter Break		
13/04/2026	I can progress statement feedback. AR2 DDI	
20/04/2026	Picasso Artist awareness looking at the range of styles and techniques used over time.	
27/04/2026	Picasso 3D Guitar Challenge Exploring and developing an awareness of Picasso's 3D cardboard guitar constructions.	
04/05/2026	Picasso 3D Guitar Challenge Identifying the sequence of making, materials available and selecting cardboard shapes to use as part of individual 3D designs	
11/05/2026	Picasso 3D Guitar Challenge 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.	

18/05/2026	Learning Checkpoint Feedback on guitars constructed so far, use of practical technique recall to support individual progress.	
May Half Term		
01/06/2026	Picasso 3D Guitar Challenge Using card attachments and string to support the development of design details and texture.	
08/06/2026	Picasso 3D Guitar Challenge Using colour media to develop visual interest and individuality to guitar designs	
15/06/2026	Picasso Guitar Evaluation. How to evaluate your 3D cardboard guitar and developmental direct observational drawing.	AR3
22/06/2026	Picasso Guitar Evaluation. How to evaluate your 3D cardboard guitar and developmental direct observational drawing.	AR3
29/06/2026	Drawing development continued using mixed media techniques (biro mark making, pencil line and tone, colour blending techniques, collage and frottage).	AR3
06/07/2026	Drawing development continued using mixed media techniques (biro mark making, pencil line and tone, colour blending techniques, collage and frottage).	
13/07/2026	Drawing development continued using mixed media techniques (biro mark making, pencil line and tone, colour blending techniques, collage and frottage).	
20/07/2026	Drawing development continued using mixed media techniques (biro mark making, pencil line and tone, colour blending techniques, collage and frottage).	