



Rainford High School – Department: Art & Design Technology

Year 8 Curriculum						
	Half-Term 1	Half-Term 2	Half-Term 3	Half-Term 4	Half-Term 5	Half-Term 6
Topic	Product Design Mood Light	Art & Design- Mexican Day of the Dead	Food Various recipes	Graphics/Electronics Mood Light	Textiles Mood Light	Art & Design- Clay Seed Pods
Essential knowledge, skills and understanding	Workshop skills development Combining materials Development of designing skills Development of making skills Materials selection Working to tolerance Mixing traditional and modern manufacturing techniques Teamwork Quality control and repeat production Batch production Use of specialist CAD/CAM Drawing and presentation skills Presenting alternative design proposals Manufacturing plans	Development Formal Elements in Art (Line, Shape, Form, Colour, Tone, Texture, Pattern, Composition) Develop an understanding of the Mexican Day of the Dead festival and its cultural importance. Application of Colour Theory- Developing use of Primary Colours, Secondary Colours, Formal Elements in Art (Line, Shape, Form, Colour, Tone, Texture, Pattern, Composition) Understanding the process of exploring influences, generating ideas, designs and compositions, mark making and producing an outcome.	Use of food preparations skills to make a range of products Be able to identify the main macro/micronutrients Following hygiene and safety rules Reinforce the use of the bridge and claw techniques Build on understanding of Eat Well Guide Using the correct equipment for a particular task Safe use of hob and oven Accurate weighing and measuring of ingredients	Interpreting a design brief Writing a justified design specification Visual mind mapping Sourcing and presenting appropriate research Developing drawing and presentation skills Creating Technology themed design proposals Input, process and output systems Knowledge of basic electronic components Component/circuit symbol recognition Circuit diagrams Safe soldering techniques Making/modelling/ assembling Cardboard engineering Presenting alternative design proposals	Develop traditional drawing and presentation skills Present design ideas Develop use of practical machine sewing skills Pattern creation Basic textile construction techniques Develop creative design solutions to decorate a range of textile materials Developing designing and making skills Printmaking techniques The textiles industry and sustainability Material sources and life cycles Hand embroidery	Development Formal Elements in Art (Line, Shape, Tone, Texture, sculptural forms, mark making) Application of Colour Theory- Developing use of Primary Colours, Secondary Colours, Pattern, Formal Elements in Art (Line, Shape, Form, Colour, Tone, Texture, Pattern, Composition) and 3D sculpting skills. Understanding the process of exploring influences, generating ideas, designs and compositions, mark making and producing a 3D clay outcome.

Assessments and assessment focus	Retrieval testing of Knowledge Organiser-Quick quiz. Reading Assessment 1 Reading Assessment 2 Formative assessment: End of project test and application of practical skills in the production of outcomes.	Retrieval testing of Knowledge Organiser-Quick quiz. Reading Assessment 1 Reading Assessment 2 Formative assessment: End of project test and application of practical skills in the production of outcomes.	Retrieval testing of Knowledge Organiser-Quick quiz. Reading Assessment 1 Reading Assessment 2 Formative assessment: End of project test and application of practical skills in the production of outcomes.	Retrieval testing of Knowledge Organiser-Quick quiz. Reading Assessment 1 Reading Assessment 2 Formative assessment: End of project test and application of practical skills in the production of outcomes.	Retrieval testing of Knowledge Organiser-Quick quiz. Reading Assessment 1 Reading Assessment 2 Formative assessment: End of project test and application of practical skills in the production of outcomes.	Retrieval testing of Knowledge Organiser-Quick quiz. Reading Assessment 1 Reading Assessment 2 Formative assessment: End of project test and application of practical skills in the production of outcomes.
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