

Subject	Art & Design	Year 8	
Review	Review 1	Review 2	Review 3
Content covered	Students complete the baseline test encapsulating key skills of typography, collage and drawing, refreshing learning from Year 7. They then develop their analytical skills by researching and presenting work about a contemporary artist.	Students develop formal drawing skills through a series of activities based on a game entitled 'Machinarium', They draw robots and mechanical forms in different ways and for different purposes, including tonal and line drawing.	Students use computer game design to plan and develop a final piece which brings together their skills and knowledge of the artists and other sources they have studied. They are introduced to photography processes and digital manipulation and use this to develop their final outcome.
Assessment method	Baseline test assessing making, investigating, knowledge and evaluation skills. – on going formative assessment as the task progresses. SWANS assessment when the tasks are complete.	Ongoing formative assessment as the task progresses. SWANS assessment when the tasks are complete	Ongoing formative assessment as the task progresses. SWANS assessment when the tasks are complete.
Teacher & Department responses	Next steps actions shared in lessons. Students act upon next steps and record the actions they took. Intervention put in place for students who need additional support.	Next steps actions shared in lessons. Students act upon next steps and record the actions they took. Intervention put in place for students who need additional support.	Next steps actions shared in lessons. Students act upon next steps and record the actions they took. Intervention put in place for students who need additional support.