



Subject: Year 8 Art

Module 4 - Jasper Johns Contextual

Overarching Topic:			
<p>Why is this topic being studied at this time?</p> <p>How does it fit into the wider subject curriculum?</p>	<p>Can a piece of art be made from letters and numbers? What if we lived in a world where patterns and artwork were exclusively made from characters and digits? This module will focus on the abstract typographic work of Jasper Johns.</p> <p>Students to be given the opportunity to produce their own pieces inspired by the artist and extended through their own exploration of techniques and media. Start of a more graphical series of modules gearing up to the end of year assessment. Also to embed key skills and techniques valuable to those students who have chosen the GCSE Art & Design option</p>		
	Essential	Core	Ambitious
<p>The Big Questions (What questions will students be able to answer upon mastery of the topic?)</p>	<ul style="list-style-type: none"> - What is depicted within Jasper Johns pieces of art? - How did Jasper Johns create these pieces? - What is typography? 	<ul style="list-style-type: none"> - Can you explain why Jasper Johns developed this technique? - As well as numbers, what else could you use to create a piece inspired by Jasper Johns? - Which artist did you study in year 7 use a similar technique? 	<ul style="list-style-type: none"> - What genre of art would you put this into? - How would you describe '0 through to 9'? - Other than 0-9, what other sequential combinations could be used to create a similar piece?
<p>Key Skills/ Techniques</p>	<p>The sophistication and application of skills will become more advanced as students' progress through the essential, core and ambitious knowledge</p>		
	<p>Skill/Technique</p>	<p>How will this skill be developed?</p>	
	<ul style="list-style-type: none"> - Use of cultural sources. - Letter stencils - Writing frames - Water colours - Colour pens and pencils 	<ul style="list-style-type: none"> - Step by step visualiser lessons - Watercolour lessons which build on the learning from previous knowledge - Online resources and student exemplar - Past exemplar - Enlarged scale, complexity of design and resources - Digital variants of practical work using variety of software 	