

Year 8

Spring One: Bauhaus!

Level Ladder

All students are expected to master at least the Level 4 content by the end of the half term.

Check Arbor or ask your child what their current working and target level is in Art

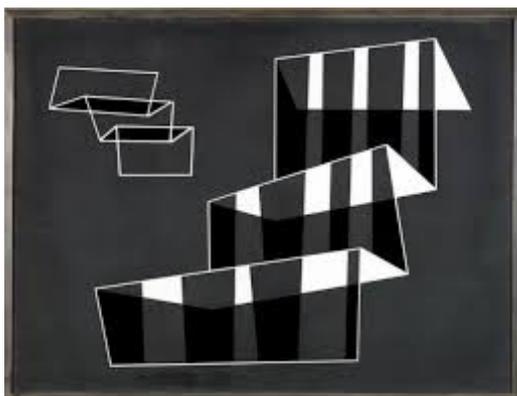
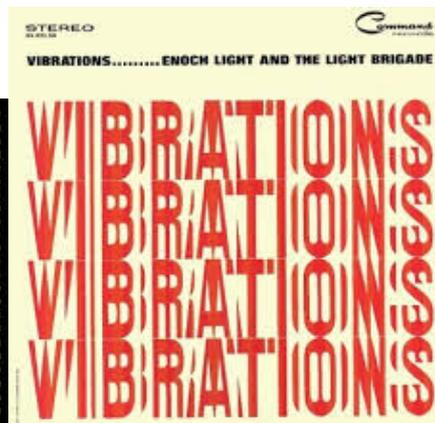
EG:

4A - mastered all of the Level 4 content

4B - mastered some of the Level 4 content

4C - mastered all of the Level 3 content and beginning to master some Level 4 content

3



	<p>AO2: What do these images have in common? Use some of the key words to help you.</p> <p>Choose to research either Kandinsky / Albers /Moholy Nagy and do a ten minute sketch of one of their posters. Having done this, tell your group your first impressions of Bauhaus and what it means to you.</p>
<p>4</p>	<p>Design a poster which incorporates 4 or more elements from the Bauhaus movement (see key words*), and be able to talk about why you have made certain design choices using some terminology.</p> <p>*linear/geometric/industrial design/architecture</p>
<p>5</p>	<p>Research the costume designer Oskar Schlemmer and the Whitechapel Gallery exhibition: 'The Adventures of the Black Square'. Using all of the key words studied, develop your own Bauhaus inspired costume. Your finished drawing/painting will be discussed with your groups and one will be chosen per table to make as a real 2D costume. You must be able to link your final piece to the artist(s) studied, experimenting with a variety of materials and justifying your choices.</p>
<p>6</p>	<p>Design a large scale colour wall mural, showing the influence of several Bauhaus artists in your work, and being able to talk about the features of your design using a range of key words.</p> <p>You should show the influence of several of the key artists studied and one or two additional Bauhaus artists that you have researched independently. Show a variety of techniques and use of materials (2D and 3D).</p> <p>Adapt and refine your work as you go along, responding to advice. Present your work in the group CRIT and CRITICALLY reflect upon your design skills.</p>
<p>7</p>	<p>Research a particular area of the Bauhaus movement: performance, dance, graphic design, textile design, interior design and link your work to particular artist/artists from the movement. Design an object/costume inspired by these artists, making clear links between your piece and the artist'(s)' work. Present a prototype of your piece and contextualize the work, showing an in depth understanding of the movement and key design concepts, giving reasons for your choice of materials and techniques.</p> <p>Experiment with a wide variety of techniques and show clear sketchbook development and critically present your piece, setting yourself constructive targets for improvement. What have you learnt from this project? Can the viewer see clear development of ideas and experimentation with materials from start to finish?</p>