

Year 8 Arts Curriculum Map

Subject/Term	Term 1 Knowledge	Term 2 Knowledge	Term 3 Knowledge	Term 4 Knowledge	Term 5 Knowledge	Term 6 Knowledge
Drama 6 projects covered <i>Skills: Beyond; Performance; Devising; Appraisal</i>	Genre: Mime; Silent Movies; Melodrama; Naturalism; Physical Theatre	What has happened to Lulu?: Scenario exploration; Devising techniques; Performance techniques	Dreams - 'It's all in the mind': Ideas exploration; Physical Theatre; Transitions; Abstract representation; Devising techniques	'Ernie's incredible: Scene exploration; Physical Theatre; Style/Genre; Directing	'Ernie's incredible Illucinations' script work: Play on a page layout; Characterisation; Rehearsal techniques	Greek Theatre: History of theatre; Messenger; Stage configurations; Deius ex-machina; Choral effects & styles
English 3 units covered <i>Skills: Structure and coherence; Spelling, punctuation and grammar; Applying context; Using evidence; Analysing technique; Awareness of impact; Listening, discussing and presenting</i>	The Play (War related) - Journey's End To include: characters, plot, themes, structure, context, stagecraft and writer's methods.		The Novel – Of Mice and Men To include: characters, plot, themes, structure, context and writer's methods.		Shakespeare – Much Ado About Nothing To include: characters, plot, themes, structure, context, stagecraft and writer's methods.	
History 3 units covered per term <i>Skills: Construct relevant, structured and evidentially supported written work; Use evidence and evaluating evidence; Develop own hypothesis and conclusions; Evaluate different interpretations about the past; Use historical terms and concepts.</i>	CONQUEST/REVOLUTION – Significant change: political, social and economic, increase in population, industrial. POWER & THE PEOPLE – establishment of the class system, economic divide. Living and working conditions RELIGION/ETHICS – Age of enlightenment, science v religion		CONQUEEST/REVOLUTION – French Revolution, growth of Imperialism; Case study India POWER & THE PEOPLE – beginnings of social and political change, growth of democracy, improvement in living and working conditions. RELIGION/ETHICS –Slavery		CONQUEEST/REVOLUTION – Growth of Imperialism, causes of the First World War. POWER & THE PEOPLE – Abolition of Slavery RELIGION/ETHICS –Slavery, Causes of the First World War.	
RE 4 units covered <i>Skills: Knowledge; Comprehension; Application</i>	R1 – Worship and Belief: Christianity, Islam and evaluation methods	R2 – Prejudice and Discrimination: Discrimination, Prejudice and Human Rights	R3 – Poverty: Aid, Charity and Poverty		R4 – Suffering: Natural, Moral and War	

<p>Music 3 units covered <i>Skills: Performing; Composing; Listening and appraising</i></p>	<p>Computer Gaming music: Ability to play basic and simple parts (melody or bass line) from a range of gaming music scores Be able to describe leitmotif and sound effects (SFX)</p>	<p>Riffs & Hooks in Pop and Rock music: Ability to recognise and play full fingered chords in root position Be able to follow a simple score To know the term riff</p>	<p>Music from Film and Theatre: To recognise instrumental and vocal stylistic features from film and theatre genre To recognise how music can have a huge impact on how the audience perceives meaning</p>
<p>French 3 units covered <i>Skills: listening; speaking; reading and writing</i></p>	<p>TV and cinema Different activities, TV programmes, films</p>	<p>Paris Activities in Paris, weather, transport, tourist attractions, describing a visit</p>	<p>Carnival Describing an event, music, clothes, food and drink, meals</p>
<p>German 3 units covered <i>Skills: listening; speaking; reading and writing</i></p>	<p>Staying healthy Parts of the body Illnesses food and drink Healthy lifestyles</p>	<p>Holidays Holiday destinations Transport Holiday accommodation In a restaurant Holiday activities Weather</p>	<p>Going out Clothes Music Music festival</p>