

## Semester 1&2, 2026 - Year 8 Art/Design Electives

<b>Arts</b>	<b>Drama</b>	This elective offers an opportunity for students to be physical, creative and expressive through the medium of drama. It involves exploring dramatic performance traditions through various cultures and times. Students will be encouraged to develop and explore issues through a variety of dramatic techniques in a judgement-free environment. At all times students will be encouraged to develop, plan and take responsibility for their work. This elective is physical and explorational, with emphasis on group-based activities.
	<b>Media Arts</b>	This course provides students with opportunities to experience and develop their story telling skills and techniques through the Media Arts. Students will have opportunities to develop and refine techniques in photography, cinematography, and digital art as both individuals and as group members in collaborative projects.
	<b>Music</b>	Students will build on the knowledge and skills they started learning in their Y7 Music course. Students are expected to perform to the class regularly - they always have the choice of doing this as part of an ensemble. They are also encouraged to seek additional performance opportunities - in assemblies, at break times and at school concerts and events. The units on this course are: Blues - developing guitar/bass guitar/keyboard/rhythm skills; ensemble skills; initial performance skills Performance Skills - choosing an instrument or vocals and preparing a song/piece for a performance Film Music - developing their composition skills Performance Skills 2 - continuing to develop their instrumental/vocal and performance skills
	<b>Visual Arts</b>	Year 8 Visual Art introduces students to a broader field of visual expression by refining technical skills and exploring a range of contemporary and historical works to encourage imaginative solutions to projects. At this stage in their art education students are encouraged to work individually on projects and in collaborative situations. It is our aim for students to become confident at expressing themselves among their peers and develop individual artworks that display their interests, beliefs and skills.
	<b>Visual Arts: Ceramics</b>	In this ceramics course, students will explore the fundamental techniques of hand-building and surface decoration through the lens of the design process. Students will learn core skills such as pinch, coil, and slab construction, while experimenting with texture, form, and glazing techniques. Through guided activities and student-directed projects, learners will design and create functional and sculptural ceramic works, reflecting on their process and outcomes. This course promotes independence, safe studio practice, and self-management, helping students to develop a strong foundation in ceramics while connecting their work to cultural and contemporary contexts.
<b>Design</b>	<b>Textiles</b>	Students will undertake an exploration of textile fabrics, how they are made, their end-uses and the properties of knits and wovens. Students will revise, and further develop technical skills, to produce practical projects in a textile context. Students will make an ecofriendly bag and their choice of garment (pyjamas or hoodie) using a commercial pattern. Students will use the design cycle to develop their design ideas, plan and evaluate practical projects, documenting their progress in a design portfolio.
	<b>Food</b>	With a focus on the design process, students practise research skills, gain an understanding of cooking methods, and learn how to apply them through the development of their own recipes. Students demonstrate their ability to produce their planned dishes through effective and safe use of relevant equipment. They investigate the 'theory behind the practical' - building upon current research and their design process skills.
	<b>Wood Design</b>	This course provides students with an opportunity to build on skills already taught in other Design Technology subjects. Students explore, create, make, respond to and present works in this course. They learn how to safely operate technology, tools and machinery in a workshop environment and to use the Design process to create solutions to problems.
	<b>Digital Design</b>	This introductory Digital Design course invites students to explore the world of digital technologies through creative problem-solving and hands-on projects. Students will develop self-managed projects using digital tools such as graphic design software, coding environments, and interactive media platforms. Through the MYP design cycle (Inquiring, Developing Ideas, Creating the Solution, and Evaluating), learners will build confidence in managing their own learning, collaborating with peers, and presenting their digital solutions.