

# Year 8

## Cross-Curriculum Links Between Computing and Art

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### Summary

In Year 8, opportunities to integrate the Computing and Art curriculums are abundant, focusing on the use of digital tools to create and manipulate art, as well as employing algorithms to understand patterns in digital artwork. Students can explore and apply computational concepts in artistic contexts, such as digital design and manipulation, enriching both their technical and creative skills.

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### Detailed Links

#### Autumn Term 1: Animations and Photoshop Basics

##### Computing:

- Introduction to programming using Scratch and Python to create animations.

##### Art:

- Basics of digital photography and introduction to Photoshop.

##### Cross-Curriculum Ideas:

- Use Scratch or Python to animate digital art created in Photoshop.
- Teach programming concepts through the creation of Photoshop filters and effects.

#### Autumn Term 2: Website Design and Digital Art

##### Computing:

- Learning HTML/CSS to create personal or thematic web pages.

##### Art:

- Exploring digital art creation using a variety of tools and platforms.

##### Cross-Curriculum Ideas:

- Design and development of a web-based gallery to showcase student artwork.
- Integrate CSS animations influenced by techniques studied in digital art classes.

#### Spring Term 1: 3D Modeling and VR Art

##### Computing:

- Introduction to 3D modeling software and basic concepts of virtual reality.

##### Art:

- Creating art in a virtual reality environment using platforms like Tilt Brush.