

Assessment Objective 1

Develop ideas through investigations, demonstrating critical understanding of sources.

Central idea

The starting point of your mind map representing the topic you are going to explore.

Mindmap



Grouping

You could colour code certain areas of your mind map to help you categorise specific areas of your diagram.

Branches

Split your central idea into sections by using branches. Each branch will have its own smaller branches to list further examples.

Key words / phrases

Use a dictionary to help you find synonyms, definitions and origins of your idea and explore the possible routes your idea could lead you down.

Include Images

Images have the power to convey much more information than a word or sentence alone. Use hand drawn doodles or photographs for this. Consider the visual style you are creating.

Consider your theme

Is it a broad theme or are you being quite specific?

Moodboard



Apply your ideas

Your moodboard will directly link to your mind map and the development of your project.

Images

Consider how your images can represent the themes you are exploring and how they communicate your ideas.

Pick a style

Pulling it together with a colour theme or visual style will make your page work together as a whole.

Use a range of sources
Internet, photography, magazines, newspapers, wallpaper samples.

Biographical information

Birth, death, style, education

Artist Research



Technical information

How was it produced? What methods and materials did they use?

Social and historical influences

What was happening at the time? What were they responding to at the time they made the work?

Presentation

Include a clear title and relevant background alongside a section of their work and a response using your own images.

Images

Selected images that are relevant and that appeal to you, make comments about why you like them.

Purpose

Why have you chosen this particular artist and how does it link to your chosen theme? Which elements of their work interest you and how could you achieve something similar in your own experiments?

Influences

Who influenced their work? Did their work influence anyone else? Why do you feel they created the work they did?

Analysing Art Work

Content - subject of the work

What is it?
What exactly can you see?
What is happening?
What does the work represent?
What does the artist call the work?
Does the title change the way we see the work?
What is the theme of the work?
Landscape, portrait etc.

Form - Analysing the formal elements

What colours does the artist use?
Why? How is the colour organised?
What kind of shapes can you see?
What kind of marks does the artist use? What is the surface like?
What textures and patterns can you see? How big is the work?

Process - How has the work been created?

What materials and tools have been used?
What is the evidence for how it has been made? Painted, drawn printed, collaged etc.

Mood - How does the work communicate moods and feelings?

What is your interpretation?
How does the work make you feel and why? Does the colour, texture, form or theme of the work affect your mood? Calm, hopeful, uneasy etc.

Assessment Objective 2

Media	The substance that an artist uses to make art.
Materials	The same as media but can also refer to the basis of the art work eg. canvas, paper, clay.
Techniques	The method used to complete the art work, can be generic such as painting or more focus such as blending.
Processes	A series of actions or steps taken in order to achieve a finished artwork. These steps incorporate trying out a range of skills and then refining the materials and techniques selected to work towards a finished outcome.

How can you develop your work?

- Does the media you are using link to the theme you are exploring? What other media could you try?
- What other surfaces (grounds) could you work on?
- What photographs do you need to take to use as a reference?
- How can you make stronger links to the artist you have researched?
- Would looking at another artist help you develop your work further?
- Have you used technology in some way?
- Which media have you had the most success with? How can you refine / push it further?
- Is your work all very similar? Could you change the media/surface/scale/perspective to develop your ideas further?
- What would happen if you changed the colour/texture/line/tone/shape/composition?
- What could you do to move your work forward?

Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.

Pencil		The basic tool for drawing, can be used for linear work or for shading
Biro		Drawings can be completed in biro and shaded using hatching or cross hatching
Pastel(chalk/oil)		Oil and chalk pastels can be used to blend colours smoothly, chalk pastels give a lighter effect
Charcoal		A drawing tool created from burnt pieces of wood. Charcoal has greater contrast than pencil and is easier to blend
Coloured pencil		Coloured pencil can be layered to blend colours, some can be blended with water
Acrylic paint		A thick heavy paint that can be used smoothly or to create texture
Watercolour		A solid or liquid paint that is to be used watered down and layered
Ink		A heavily pigmented liquid used by dipping a drawing tool into and then using the tool to make marks on a surface.
Linocut		A polystyrene sheet that can be drawn into to print white lines - can be used as more than 1 layer
Monoprint		Where ink is transferred onto paper by drawing over a prepared surface
Collagraph		A printing plate constructed of collaged materials to provide a range of textures
Drypoint Etching		Etching done on metal or plastic with a sharp tool, scratching into the surface to then be inked and printed
Wire		Thick or thin wire manipulated to create 2d or 3d forms
Clay		A soft substance used for sculpting, when fired can be glazed to create shiny colourful surfaces

Assessment Objective 3

Record ideas, observations and insights relevant to intentions as work progresses.

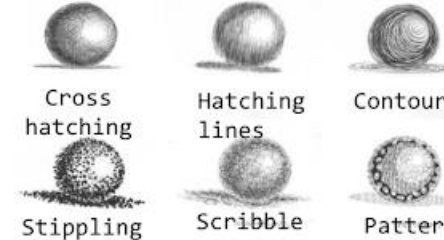
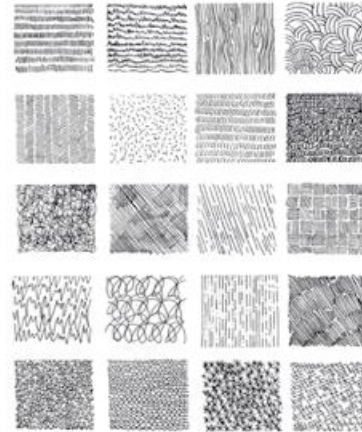
Methods of Recording

Observational drawing	Drawing from looking at images or objects
Sketches	Basic sketches and doodles can act as a starting point for development
First hand observation	Drawing directly from looking at objects in front of you
Second hand observation	Drawing from looking at images of objects e.g. photographs from the internet, books or magazines.
Photographs	Using a camera or smartphone to record images will class as first hand observation and really helps give you a personal focus and control over your images.
Using secondary sources	Creating images by manipulating found photographs through photoshop, collage or image transfer.

Stages of Drawing

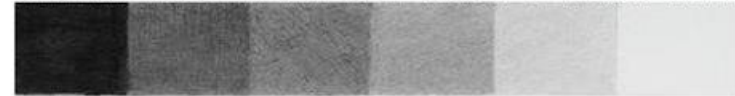
Lightly block in the basic shapes	Refine shapes and add some features	Shading looking closely at tone	Add finer details
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Ways of adding texture and tone to your drawings



Tonal shading

Produce a range of tones by varying the pressure and layering - consider using softer pencils for darker shades



Annotation

Annotation is the writing of notes, explaining images and communicating your thoughts to show the development of your work.

Step 1- Describe

What is this an image of?
What have you done here?
What was this stage of the project for?

Step 2- Explain

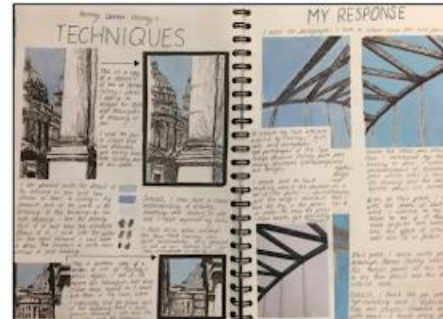
Why was this work made?
How did you produce particular effects?
How did you decide on the composition?

Step 3- Reflect

Why did you use these specific methods?
Why do some parts work better than others?
Why might you do things differently next time? How could you do this?

Contact Sheets

Highlight your successful photographs and explain why you feel they have worked well. You can add further technical information about how you took the photographs and how you may edit them too.



Assessment Objective 4

Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.

Your Final Piece(s)

Your final piece should be the culmination of all the exploration you have done leading up to this point and should be your own personal response to your starting point.

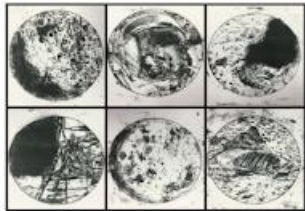
There are so many media that you can choose from and your process throughout your project should be about exploring which would be the most appropriate to use for your final piece(s), refining your skills with this media through constant experimentation.

You should try out colour schemes, different materials, different scales, combinations of materials and different compositions depending on the media you intend to use. Your only limit here is your imagination, but here's a few ideas to get you started:

2D -graphite/charcoal/pastel drawings watercolour painting, acrylic painting, papercut, stencil, collage, drypoint etching, linocut, monoprint, collagraph etc.

3D - cardboard construction, wire, modroc, ceramics, textiles, felting, mixed media etc.

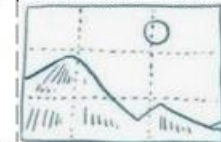
Here are a few examples of final piece responses:



Compositional Layouts

Rule of Thirds

Place the point of interest at $\frac{1}{3}$ or $\frac{2}{3}$ along the image. Horizontally or vertically, just not in the middle.



Balance

If there is an emphasis on one side, balance it out with objects on the other.



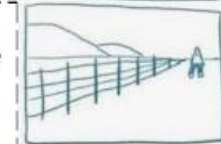
Simplify and fill

Enlarge or crop the image so that the point of interest fills the space.



Use lines

Lines will help to draw the viewer in. They don't have to be straight, consider S or C curved lines too.



A Rough

A basic sketch of a final idea. This can include notes on materials, scale and colour scheme.

Test piece

A small image or maquette (model) created in similar materials to what you intend to use in the finished piece.

Final Piece

An image or sculpture pulling all preparatory work together and representing your intentions.



Things to consider in your final piece

- How well does your work realise your original intentions?
- How have you developed your original ideas?
- How did you respond to the challenge of experimenting with a range of media?
- What has changed on the way and why?
- Does your work have a particular message you want your audience to interpret?