

Art and Design



Meadow Park
Patience, Guidance and Determination

Week 1

Week commencing 29th June 2020

Teacher instructions

Use the BBC bitesize website to help you begin a creative journey that you can record and share upon our return. First you must seek out and find some inspiration.
You must pick a **theme/ topic** (can be anything).

Use anything you can to make a mark on paper.

Lesson 1

WEBSITE/LINK	TOPIC/THEME
<p>https://www.bbc.co.uk/bitesize/guides/z2hp3k7/revision/2</p>	<p>Finding inspiration.</p> <p>It can be difficult to decide how to start an art or design project because there are so many things to consider. You will need to think about the following:</p> <ul style="list-style-type: none"> • Genre - what type of subject will you choose, e.g. portrait, landscape and still life? • Design area - what type of design problem will you work on, e.g. architecture, graphic communication, textile? • Theme - will your work show a personal interest, a social issue, a particular emotion? • Artists and designers - what can you learn from the creativity, ideas and techniques of others?

Lesson 2

WEBSITE/LINK	TOPIC/THEME
<p>https://www.bbc.co.uk/bitesize/guides/zwk82nb/revision/1</p>	<p>Responding to stimuli.</p> <p>A stimulus is something which interests an artist or designer and gives them new ideas. A stimulus can be as simple as a word or as complex as a novel, person, place or an entire culture. The plural is stimuli.</p> <p>You may decide on your own stimulus, or have to respond to one that is provided.</p> <p>In design work, carrying out market research might suggest possible starting points. You may also work from a source of inspiration or from a design problem</p>

as a stimulus to help you generate ideas.

Lesson 3

WEBSITE/LINK

TOPIC/THEME

<https://www.bbc.co.uk/bitesize/guides/zyv397h/revision/1>

Analytical drawing

Artists use analytical drawing techniques to explore and record their subject matter. Designers also often use analytical drawing to investigate the visual qualities of their sources of inspiration.

Lesson 4

WEBSITE/LINK

TOPIC/THEME

<https://www.bbc.co.uk/bitesize/guides/zyv397h/video>

CHOOSE AN IMAGE THAT RELATES TO YOUR CHOSEN THEME/ TOPIC AND PRACTICE DRAWING IT.

Draw it as many times as you can. Use different angles, materials, paper and equipment.

A good place to start is somewhere very simple such as:

- Fruit
- Bottles
- Clothes peg
- Utensils

Annotate your work!

- Use labels
- Discuss materials
- Discuss equipment
- Was it difficult/ easy
- How could you improve it?

Analytical drawing

The more you look at your subject matter, the better your drawing will be. When you are making a closely-observed drawing you should spend more time looking than you do drawing. Remember to look carefully at:

- shapes
- spaces
- relationships between objects or parts of your composition
- light and shadows
- texture
- key details
- the whole

Consider important visual elements, such as line, tone, texture, colour, shape and form. Each analytical drawing study could focus on different visual elements. Each visual element will suggest different materials and techniques that are suitable for the quality being explored.

Week 2

Week commencing 6th July 2020

Teacher instructions	
<p>This week you are going to begin to develop your ideas.</p> <p>Developing ideas is part of the creative process for artists and designers. By exploring and refining ideas, effective decisions can be made about the final piece of artwork or design solution.</p>	
Lesson 1	
WEBSITE/LINK	TOPIC/THEME
<p>https://www.bbc.co.uk/bitesize/guides/zc7mng8/revision/1</p>	<p>Developing ideas</p> <p>Development is about creativity and exploring ideas in different ways.</p> <p>After your initial response to a stimulus it is important that you don't just keep producing analytical drawings or market research. This isn't development.</p> <p>Development is about selecting ideas, visual elements, compositions and techniques from this initial work and using them in new ways.</p> <p>It is important that you don't become too attached to your first idea.</p>
Lesson 2	
WEBSITE/LINK	TOPIC/THEME
<p>https://www.bbc.co.uk/bitesize/guides/zc7mng8/video</p>	<p>Developing ideas ii</p> <p>Don't worry if the work you produce is not perfect.</p> <p>It is an important part of the creative process to try out new things and to make creative decisions based on what works and what doesn't.</p> <p>And don't worry if you try something that doesn't work. Showing creativity is more important at this stage. Remember you can refine your work and produce a more finished result for the sustained project in your portfolio and your assignment.</p>
Lesson 3	
WEBSITE/LINK	TOPIC/THEME
<p>https://www.bbc.co.uk/bitesize/guides/z8pfcj6/revision/1</p>	<p>Experimenting with materials and techniques</p> <p>Understanding the properties of different materials and how they might be used can help you make effective choices in art and</p>

design work.

**Be open-minded when experimenting.
Don't be afraid to try things.**

Even if something is unsuccessful, you will have shown that you have tried and learned valuable lessons.

Choice of materials and technique will affect the style of your work. Try different materials to find out which you enjoy working with, and which produce affects you are interested in.

Lesson 4

WEBSITE/LINK

TOPIC/THEME

<https://www.bbc.co.uk/bitesize/guides/z8sv97h/revison/1>

Recording and observing

You should get in the habit of recording each stage of your work and reflecting on it as you go. Look back at what you have achieved and think how this can help your next steps.

When you begin to explore a theme or subject in your work you need to record your first impressions. This can be done by:

- make drawings, sketches, jottings, photographs or experiments with different media
- collecting images from sources such as galleries, the internet or books, and then using these to develop your own ideas

Week 3

Week commencing 13th July 2020

Teacher instructions	
<p>Now that you have found some inspiration, practiced drawing and mark making, experimented with different medias and equipment (whatever you can get your hands on!) and made some observations about your work you can begin to think about a final piece that showcases your skills and knowledge!</p>	
Lesson 1	
WEBSITE/LINK	TOPIC/THEME
<p>https://www.bbc.co.uk/bitesize/guides/zgtngdm/revision/1</p>	<p>Annotating your work</p> <p>Annotation means writing key information alongside your work. It can help to record your thoughts, keep your development on track and let others know what you have done and why.</p> <p>There are several reasons annotation may be used, for example to:</p> <ul style="list-style-type: none">• analyse the work of an inspirational artist or designer• record a technique• record ideas• explain the thinking behind an idea• analyse the success of a technique, idea or composition• explain how a particular artist or designer's style or technique has influenced your work
Lesson 2	
WEBSITE/LINK	TOPIC/THEME
<p>https://www.bbc.co.uk/bitesize/guides/zymtv9q/revision/1</p>	<p>Analysing and evaluating</p> <p>Artists and designers often record ideas, observations and insights that come to them as they produce their work. These insights can help them to analyse and evaluate the effectiveness of the work that has been produced.</p> <p>Being able to analyse a work is an essential part of evaluating it. Recording this evaluation ensures that the creative process is communicated clearly.</p> <p>On every piece of work you have completed:</p> <ul style="list-style-type: none">• discuss your development and final work• help others understand what you were trying to achieve• explain your successes and weaknesses

• demonstrate your knowledge and understanding of art and design

Lesson 3

WEBSITE/LINK

TOPIC/THEME

https://www.bbc.co.uk/bitesize/guides/zpcndxs/vid_eo

Presenting your personal intentions and response

To effectively present your project you need to show how you have developed ideas, refined your work, recorded your process and created a personal and meaningful response.

Portfolio

The portfolio is made up of preparatory studies leading to a fully resolved response, or group of responses. The portfolio represents 60% of the final mark.

Lesson 4

WEBSITE/LINK

TOPIC/THEME

<https://www.bing.com/images/search?q=gcse+art+sketchbook&qpv=GCSE+Art+Sketchbook&form=IQFRML&adlt=strict&first=1&scenario=ImageBasicHover&w=1117&ch=949>

https://www.bbc.co.uk/bitesize/guides/zpcndxs/revisi_o6

Meeting Assessment Objective 4

Assessment Objective 4 is about presenting a personal, informed and meaningful response, from your initial research through to the final piece. You need to demonstrate analytical and critical understanding as you respond to your theme.

You must show that you have understood the theme, and that you have an understanding of the way artists, designers or craftspeople work. You need to demonstrate this understanding in your research and development studies, as well as in your final piece.