




In this unit you will develop your observation drawing skills, learn new techniques associated with different media, learn how to develop enhanced design work and create a final piece inspired by a CHOSEN SET TASK PAPER THEME using your own imagery and contextual research on an artist. The aims are as follows:

LG1: Knowledge: To know and understand different media, techniques, how to observe and the layout of a design.

LG2: Application: To apply Art and Design skills learnt to create a 12-hr final piece by hand.

LG3: Skills: To learn and experiment with media techniques, methods of drawing/observing such as Contour drawing.

Lesson Title	Learning Goals/Outcomes/Content			
Discuss project brief & mind map	LG1: Knowledge -To Understand the definition and ways of responding to Set task exam titles. LG2:Application-To apply the knowledge to create a mind map/mood board.			
How to develop artist research-based theme.	LG1: Knowledge-To Understand how to use the Internet with keywords and support sheet to research a range of artists. LG2: Application-To apply this knowledge to create effective theory and visual contextual research.			
Ideas for creating a transcription. How to mount up and present artist studies creatively.	LG1: Knowledge-To Understand how to create a transcription and present the contextual study in keeping with the artist style and /or concepts. LG2: Application-To apply prior knowledge of media for the transcription and use of presentation skills to complete creative artist mounted boards. LG3: Skills-To experiment with media, colour and techniques to create an artist's copy and use presentation skills to mount up the work inspired by the artist.			
How to enhance & develop observation skills & techniques with drawing.	LG1: Knowledge-To Understand how to draw with biro, fine liner, pencil crayon and other media using at least two techniques such as cross hatch and stipple with basic accuracy. LG2:Application-To apply learnt techniques to create own drawings. LG3:Skills-To experiment with drawing using one single technique and learn new techniques and skills such as CONTOUR DRAWING.			
How can we use techniques & observation to experiment with Mixed Media?	LG1 Knowledge-To understand how to work in MIXED MEDIA layers. LG2 Application- To apply the skill of layers of media to a MIXED MEDIA image linked to theme. LG3 Skills- To understand how and to be able to use a range of media to create a final MIXED MEDIA final image.			
How can we use techniques & observation to experiment with ink?	LG1: Knowledge- To understand the properties of ink and the linear work of Van Gogh. LG2 Application- To apply the skills of inks with drawing and use of the media to develop an ink study. LG3: Skills- To learn how to develop ink work with a brush and pen & effective Van Gogh linear techniques.			

<p>How can we create a piece of work inspired by the colours, style and technique of a chosen artist</p>	<p>LG1 Knowledge: To understand the properties of media and visually the work of an artist by creating an inspired piece of work. LG2 Application: To apply the skills inks in a piece of work inspired by an artist. LG3: Skills: To learn how to develop effective artist inspired work using media & techniques by the chosen artist.</p>			
<p>The creation of thumbnails as quick ideas.</p>	<p>LG1: Knowledge- To understand the concept of thumbnails and how they are used to generate quick ideas for layout and composition. LG2: Application- To apply the concept of design layout to create quick sketches of initial ideas. LG3: Skills- To practice drawing rapidly putting down thought process and ideas in pencil</p>			
<p>How can we develop our final refined ideas?</p>	<p>LG1 Knowledge- To use knowledge and understanding of artists studied, skills learnt as inspiration to formulate a design idea. LG2 Application: -To apply design skills, use of techniques and media with appropriate use of text to a final design idea. LG3 Skills- To be able to use thumbnails and folder of work to design an idea skilfully with balance of composition.</p>			
<p>How to create a final piece by hand using all Art and Design skills learnt.</p>	<p>LG1: Knowledge- To use knowledge and understanding of artists studied, skills learnt, and designs created as inspiration within the final 12 hr design. LG2: Application- To apply design skills, use of techniques and media with appropriate use of text and symbols to a final 12 hr Graphics or Fine Art piece. LG3: Skills- To be able to use thumbnails and ideas to create a final 12 hr Graphics or Fine Art piece skilfully with balance of layout and composition.</p>			
<p>How to use refinement techniques to develop and finish the final piece.</p>	<p>LG1: Knowledge-To use prior knowledge of refinement work and the study of artists to add detail and finish to the final piece. LG2: Application- To apply refinement techniques such as shading, linear techniques, stipple, dabs, cross hatch and tiny lines to add detail and texture. LG3 Skills- To use the skills acquired with media such as acrylic, watercolours, inks, fine line and pencil crayons to add refinement, detail and texture.</p>			

Links: LG1: Contextual study and theory are important parts of Art. Knowledge of media, processes and techniques are studied throughout GCSE.
 LG2: Application is a vital skill at GCSE. Students need to be able to apply skills, techniques and processes in their own final responses using inspiration from contextual studies.
 LG3: All skills learnt such as media techniques, processes such as Photoshop and methods such as grid drawing will be revisited and refined throughout GCSE level.