YR 10 Coursework Portfolio	Art and Design Department Year 10 Monochrome Unit Navigator

In this unit you will develop your observation drawing skills, learn new techniques associated with different media, learn how to develop enhanced graphics work in Photoshop and create a final Monochrome piece inspired by 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, the layout of a design and Photoshop.
LG2: Application: To apply Art and Graphical skills learnt to create a 12-hr final piece by hand and design ideas in Photoshop.
LG3: Skills: To learn and experiment with media techniques, methods of drawing/observing and processes such as Photoshop.

Lesson Title	Learning Goals/Outcomes/Content	👍	🤛	👎
Discuss project brief & mind map	LG1: Knowledge-To Understand the terms Achromatic and Monochromatic. LG2: Application-To apply the knowledge to create a mind map on own personal theme.			
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 graphical media	LG1: Knowledge-To Understand how to draw with biro, fine liner and other black media using at least two techniques such as cross hatch and stipple. 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 the use of mixed media.			
How can we use techniques & observation to experiment with acrylic paint?	LG1: Knowledge- To understand acrylic properties & techniques such as Sfumato. LG2: Application- To apply the skill of painting with acrylic to imagery linked to theme. LG3: Skills-To understand how and to be able to use acrylic paints developing a range of tests and final image using the techniques.			
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.			

How can we create a piece of work inspired by the colours, style and technique of a chosen artist	LG1 Knowledge: To understand the properties of media and visually the work of and artist by creating an inspired piece of work. LG2 Application: To apply the skills of own choice of media including those studied in Yr 9 Eg oil pastels and watercolour to develop 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.			
The creation of thumbnails as quick ideas.	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			
Understanding the process of design in Photoshop.	LG1: Knowledge- To understand the Photoshop package and the concept that the digital design is built up in layers. LG2: Application- To apply the skills of cropping, rotating, layering, and text to develop a design. LG3: Skills- To experiment with Photoshop tools to create ideas for adverts, magazines or posters with layering showing a good understanding of Photoshop. To develop skills with filters, hues, opacity and tools such as crop, blend and the magic wand.			
How can we develop our final refined ideas?	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 Photoshop ideas to design an idea skilfully with balance of composition.			
How to create a final piece by hand using all Art and Design skills learnt.	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 Photoshop ideas to create a final 12 hr Graphics or Fine Art piece skilfully with balance of layout and composition.			

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.