

YR 9 Skills and process Pre GCSE unit




Art and Design Department: Year 9 Skills and processes project leading to a final Photoshop magazine cover

In this unit you will develop your observation drawing skills, learn new techniques associated with different media, learn how to develop graphics work in Photoshop and create a final magazine cover 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 Magazine cover in Photoshop.

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

Lesson Title	Learning Goals/Outcomes/Content			
Discuss project brief/ mind map	LG1: To understand the set brief and know the elements of a magazine cover. LG3: To develop mind map skills using words and imagery to create a mind map.			
Homework: To develop artists research, test piece and present the work creatively.	LG1: To understand in written form and visually the work of an artist who has been inspired by/uses imagery related to choice of theme music, fashion or animals. LG2: To apply previous skills with drawing and media to develop a transcription of an artist's picture. LG3: To learn how to develop effective artists studies and to present the work creatively in sketchbook form inspired by the chosen artist.			
Homework: Drawing with the half and half technique to build confidence.	LG1: To understand the technique of a half and half drawing to build confidence with observation. LG2: To use fine liner or biro to create a study of a graphical image using the half and half technique. LG3: To experiment with and practice different mark making skills and techniques.			
How to create and effective image in fine liner.	LG1: To understand the techniques and limits associated with graphical fine liners. LG2: To use fine liner or biro to create a linear study of a graphical image. LG3: To experiment with and practice different mark making skills and techniques using fine liner.			
How to experiment with continuous line with biro.	LG1: To understand the concept of continuous line. LG2: To apply the skill of drawing in continuous line to imagery linked to theme. LG3: To understand how and to be able to draw continuously to create a range of tests and final image using the technique			
How can we use techniques & observation to experiment with ink?	LG1: To understand the properties of ink and visually the work of Van Gogh and his linear technique. LG2: To apply the skills of inks with drawing and use media to develop a piece of work inspired by an artist. LG3: To learn how to develop ink work with a brush and pen & effective artist inspired work using media & techniques.			
How to use watercolour and mixed media	LG1: To know how and when to use different wet and dry media to multi-layer to create a successful mixed media image and watercolour image. LG2: To apply prior skills with different media and techniques and to plan out design with drying times to create an image.			
The creation of thumbnails as quick ideas.	LG1: To understand the concept of thumbnails and how they are used to generate quick ideas for layout and composition. LG2: To apply the concept of design layout to create quick sketches of initial ideas. LG3: To practice drawing rapidly putting down thought process and ideas in pencil			
Understanding the basic process of design in Photoshop.	LG1: To understand the Photoshop package and the concept that the digital design is built up in layers. LG2: To apply the skills of cropping, rotating, layering, and text to develop a design. LG3: 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.			

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.