
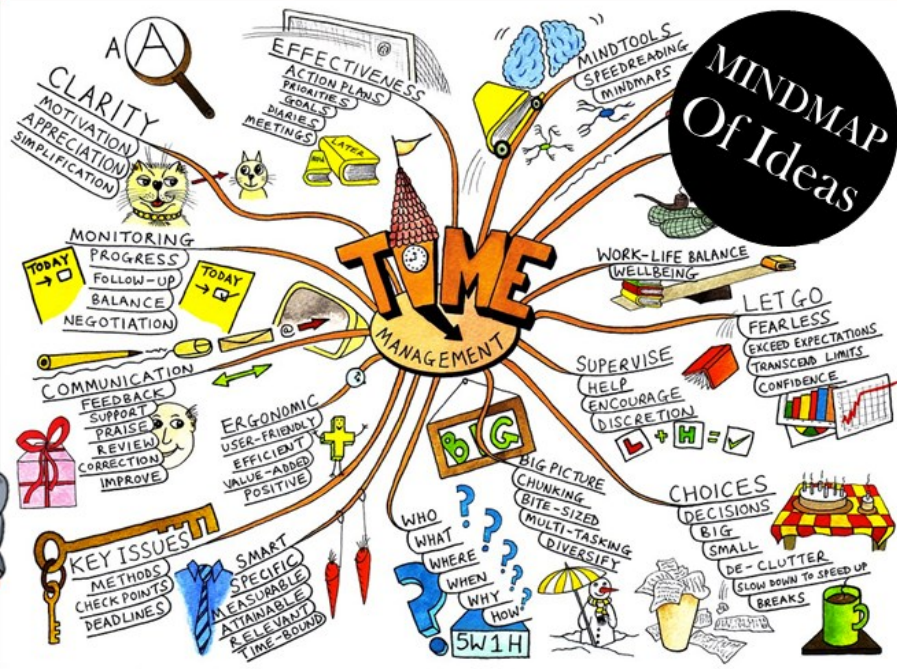



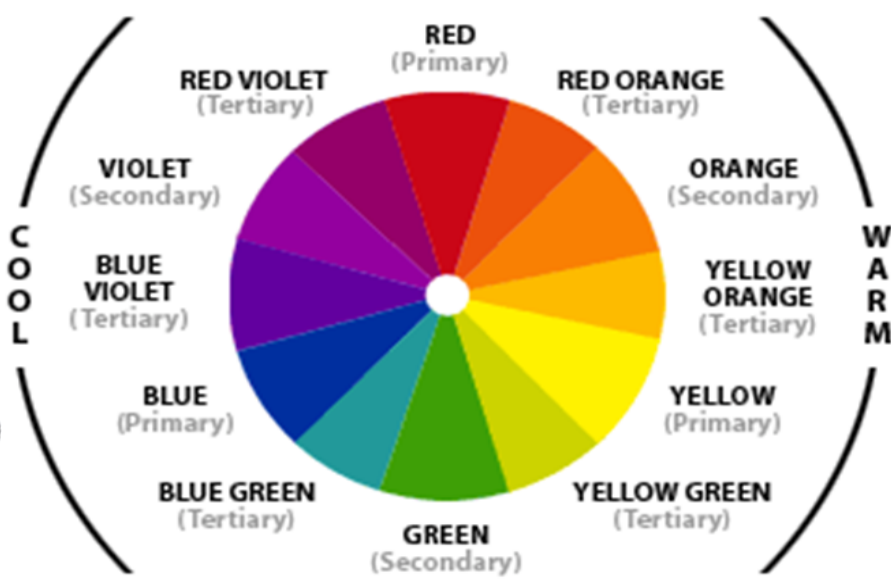



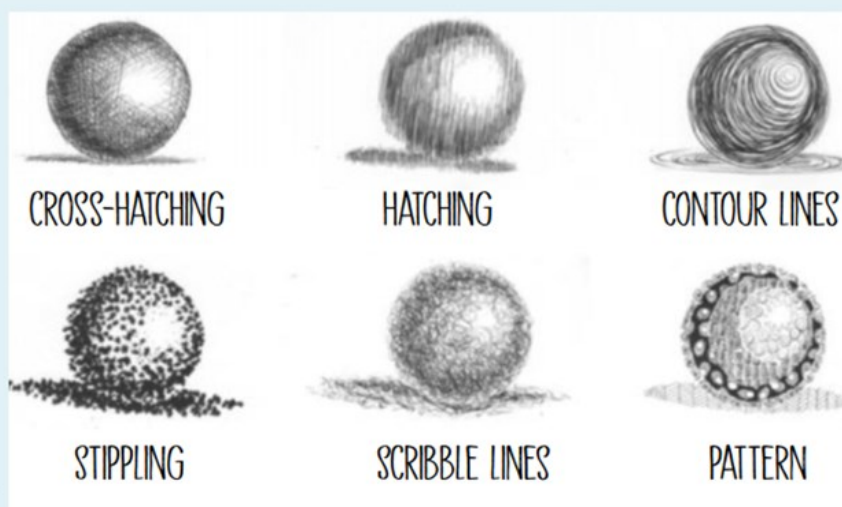

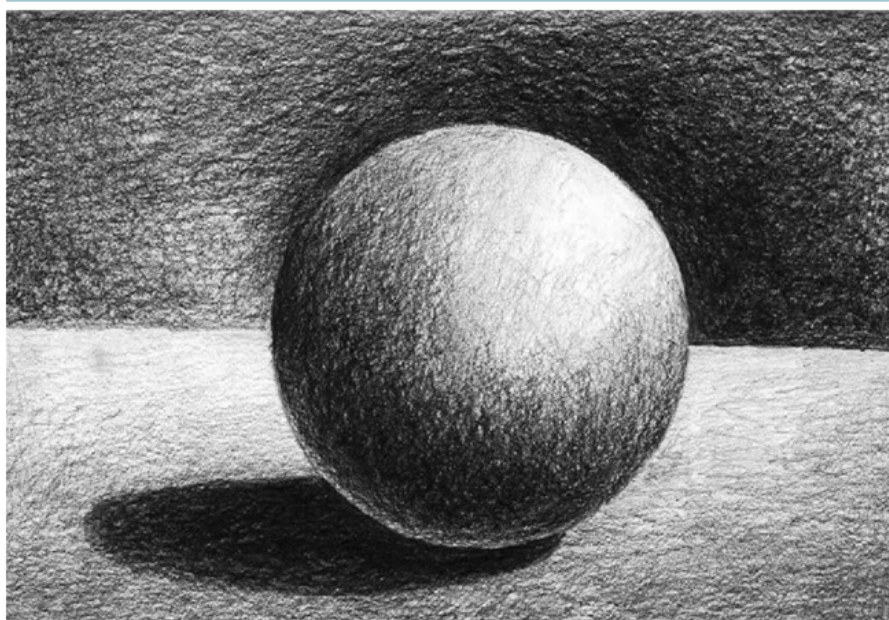








Key Vocabulary...		Picture This...	Deeper Learning... 
MIND MAPPING	A graphical way to represent ideas around your theme. Use of keywords and branches to show breadth of initial ideas.		ANALYSING ARTWORK:- CONTENT: <ul style="list-style-type: none"> What is the work about? Is the work realistic/abstract? Has it been exaggerated? Are there recurring features? What is the theme of the work? What message is communicated?
VISUAL MOODBOARD	A collection of imagery and collaged ideas to present a visual understanding of your theme. Keep to a style of scheme of colour.		FORM: <ul style="list-style-type: none"> What colour does the artist use? What shapes does the artist use? What mark-making techniques? How big is the work – why? Does the artist have a style?
ARTIST RESEARCH	Show your understanding of contemporary and historical artists and artistic movements by analysing their work. To draw in their style and discuss your intention.		PROCESS: <ul style="list-style-type: none"> How has the work been made? What media/material has the artist used?
Always remember... 			MOOD: <ul style="list-style-type: none"> How does the work make you feel? Does the colour, texture, form or composition effect your mood? Does the work reminisce about a dream in any way?
DON'T LIMIT YOURSELF	Even if it doesn't link to your starting point, it may relate to your theme. Add annotations and sketches to show/explain your thought process.		The Big Question...
PRIMARY SOURCES	When researching a theme, collect images, photos, samples, magazine cuttings etc. Make sure all images are relevant.		NEXT STEPS: <ul style="list-style-type: none"> What is your intention? How will you use this style? What features will you try to replicate? How are you going to use this knowledge to further develop your work? How are you going to develop your own imagery in response to the artist and/or movement?
PRESENTATION	Pull your boards together by being consistent. Stick to a particular style and/or colour scheme. Use DAFONT for titles if unsure.		

Activity: Take (10-15) of your own images linked to your theme (primary research) from observation. You will then draw from these images and develop further by exploring different media in the style of your chosen artist and/or movement.

Key Vocabulary...		Picture This...	Deeper Learning... 
MEDIA	The substance an artist uses to create art e.g. collage, coloured pencils, paint etc.		COLOUR THEORY PRIMARY = RED, YELLOW, BLUE SECONDARY = ORANGE, GREEN, PURPLE TERTIARY = SECONDARY + PRIMARY SHADE = ADD BLACK TINT = ADD WHITE HARMONIOUS = COLOURS NEXT TO EACH OTHER ON COLOUR WHEEL COMPLEMENTARY = OPPOSITE ON COLOUR WHEEL MONOCHROMATIC = ONE COLOUR AND VALUES (LIGHT TO DARK) HUE = PIGMENT OF ONE COLOUR WARM = RED, ORANGE, YELLOW COOL = BLUE GREEN, PURPLE
MATERIALS	The same idea as media but can also refer to what the work is created on e.g. canvas, paper or clay.		
TECHNIQUES	The method used to complete the artwork, can be generic such as painting or more focussed such as blending.		
PROCESSES	The method used to create artwork that usually follows a range of steps rather than just one skill.		
Always remember... 			The Big Question... NEXT STEPS: Have you chosen an image by refining and selecting through your images/drawings? Have you developed this image further by using a variety of media, materials, techniques and processes? Have you pushed this further by applying another method?
COLOURED PENCILS	<ul style="list-style-type: none"> Apply using a soft circular motion Start with the lightest colours and build up Avoid applying a thick line of tone 		
WATERCOLOUR	<ul style="list-style-type: none"> Mix your own variations of paint instead of straight from palette Avoid too much water as paper will bobble 		
ACRYLIC PAINT	<ul style="list-style-type: none"> Mix your own paint instead of out of tub Add colour to white to lighten rather than white to colour. 		
COLLAGE	<ul style="list-style-type: none"> Rip or cut (not both) Overlap to avoid gaps Use a variety of tones 		
OIL PASTELS	<ul style="list-style-type: none"> Start with lightest first Press on heavy for strong coverage Blend by overlapping 		
Activity: Take your favourite drawings and photocopy original before altering. Link to artist style and use a variety of techniques and processes to push further. Change scale and material to add depth to your artwork.			

Key Vocabulary...		Picture This...		Deeper Learning... 
OBSERVATIONAL DRAWING	Drawing from looking at an image or object.			ANNOTATION: -
PRIMARY OBSERVATION	Drawing from an object that is directly in front of you.			STEP 1: DESCRIBE
SECONDARY OBSERVATION	Drawing from an image.			<ul style="list-style-type: none">What is this an image of?What have you done?What was the purpose of the piece?
PHOTOGRAPHS	Using a camera to record images – this is classed as primary observation.			STEP 2: EXPLAIN
SKETCHES	Basic sketches and doodles can act as a starting point to aid in developing an idea.			<ul style="list-style-type: none">How was the work made?How did you produce the effect?How did you decide on composition?
Always remember... 		STAGES OF DRAWING		STEP 3: REFLECT
		BASIC SHAPES > ACCURATE SHAPES > DETAIL > TONE		<ul style="list-style-type: none">Why did you use this specific method?Why are some areas better than others?What might you do differently next time?Why might you do it differently?How will your develop in response?
CROSS-HATCHING	<p>Cross-hatching uses fine parallel lines drawn closely together to create the illusion of shade or texture in a drawing.</p> <p>It is the drawing of two layers of hatching at right-angles to create a mesh-like pattern.</p>			The Big Question...
HATCHING	<p>For pencil or pen-and-ink drawing. Hatching is one of the quickest ways to fill in the dark areas.</p> <p>By drawing a lot of fine lines that are parallel, the area as a whole is perceived as being darker.</p>			NEXT STEPS: -
STIPPLING	The art or process of drawing, painting, or engraving using numerous small dots or specks.			<ul style="list-style-type: none">Produce a range of tones by varying the pressure and layeringConsider using softer pencils for darker shadesApply tone using a soft circular motion to create a smooth coverage. Filling all the white gaps and avoid shading in different directionsAdd detail/interest by applying tone using mark-making techniquesMark-making can be produced by making your own tools/paintbrushes
Activity: Try to annotate or evaluate whenever you have an idea or a change in direction. Write about a technique that was successful or if something didn't go as planned.				

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Key Vocabulary...		Picture This...		Deeper Learning... 
ROUGH IDEA	Basic sketches of a final idea. Label to ensure clarity.	<p>COMPOSITIONAL LAYOUTS:</p> <div><p>RULE OF THIRDS</p><p>LEADING LINES</p><p>BALANCED ELEMENTS</p><p>CROP</p></div>		<p>FORMAL ELEMENTS OF ART: -</p> <p>COLOUR: Primary colours cannot be mixed by using any other colours but in theory, all other colours are made from them.</p> <p>Red + Yellow = Orange Blue + Yellow = Green Red + Blue = Purple</p> <p>Orange, Green and Purple are secondary colours. All other colours (primary + secondary = tertiary).</p> <p>Colour schemes could be adhered to fit with theme.</p> <p>SHAPE: An area closed by line. Geometric or basic.</p> <p>FORM: Form is a 3D shape which can be sculpted using clay, wire or Modroc.</p> <p>In 2D art, tone and perspective can be used to create an illusion of 3-dimensions using light and dark to create shadows.</p> <p>TEXTURE: Surface quality. The way it feels physically or the way it is made to feel.</p> <p>LINE: Light to dark to create depth. This could be a shade or how dark or light a colour appears. Tones are created by the way the light falls onto a 3D object.</p> <p>PATTERN: Created by repeating lines, shapes, tones or colour. The design used to create a pattern is often referred to as a motif. Motifs can be simple shapes or complex arrangements.</p> <p>Patterns can be man-made, like a fabric or wallpaper design, or natural, such as the markings on animal fur.</p> <p>SHAPE: Line can be used to portray different qualities such as: contours, feelings or expressions and movements.</p>
VISUAL OR MAQUETTE	An image or model created from selected materials (usually smaller in scale than intended).			
FINAL PIECE	An image or sculpture that is the end product of your project/journey. Visual representation of pulling all prep work together to showcase your ideas and journey.			
Always remember... 		<p>FORMAL ELEMENTS</p> <div><p>LINE</p><p>FORM</p><p>COLOUR</p></div> <div><p>TONE</p><p>TEXTURE</p><p>PATTERN</p><p>SHAPE</p></div>		
RULE OF THIRDS	The rule of thirds is a guideline which applies to the process of composing visual images. The horizon sits at the horizontal line dividing the lower third of the photo from the upper two-thirds.			
LEADING LINES	Leading lines refers to a composition technique whereby the viewer's eye is attracted to lines that lead directly to the principle subject in the image.			
BALANCED ELEMENTS	When different parts of a photo command your attention equally, perfect balance is achieved.			
CROP	Cropping is the removal of unwanted outer areas from a photograph or illustrated image.			
Activity: Create a draft copy of your final design ideas. Make sure to label and photocopy sections if using a combination of a number of pieces.		Page 49		