



Art



**Year 10 Knowledge
Organisers**



Coil Pots

Coiled pots are constructed by gradually stacking and joining coils of clay one on top of the other. The coils can be left visible or can be smoothed away depending on your desired aesthetic end result.



Year 10 Key Skills and Knowledge

Skill building workshops the pupils will obtain and develop skill in both 2 and 3 dimensions that can be applied to the brief "Hybrids"

Monoprinting is the process of making a print using 'mark making'. Mark making is any mark made using any material on any surface, such as; pencil on paper, photoshop brush mark on a screen or scratch in clay.



Ceramic Sculpture

A material is formed into shape by the artist, and the object is fired in a kiln or otherwise heated by fire to cure and harden. The topics explored in ceramic sculpture are widely varied, and the tactile process of moulding clay by hand or with tools allows for a diverse range of styles and subjects.



Artist Research

Research that defines art as its object in one way or another is generally called 'art research'. Art can, however, also offer a premise and an aim for research: a motive, a terrain, a context and a whole range of methods. This kind of research is often referred to as 'artistic research'.



What are some examples of mixed media?

For example, a piece of art that combines an acrylic painting with fabric and paper is mixed media art. You can use mixed media techniques for various crafting and art projects, such as scrapbooking, sketchbooks, découpage, or decorating greeting cards and mixed media art journals.



Photography

The art or process of producing images by the action of radiant energy and especially light on a sensitive surface (such as film or an optical sensor).



Hybrids

Generating Ideas in Art and Design

Learning aims
A: Investigate art and design practice
B: Generate and communicate art and design ideas

Task 1 – Research

You will need to produce informed research on the theme of 'Hybrids', which will inform your prototype. Your research should include:

- Research into the work of artists and designers related to the theme and the product you have selected from your brief. You should explore the formal elements, properties of materials, design principles, techniques and processes they have used and consider which would be suitable for your own work.
- Research the audience, what their preferences would be and what types of art and design would inspire them about the idea of Hybrids
- Primary and secondary research into objects, culture, materials or the things that you would like to combine into a hybrid, such as drawing, photographs, notes, collected samples etc
- Initial practical responses to your own research testing how others have worked
- Continual annotation reflecting on your research and progress on the brief

The Science Museum is putting on a new exhibition celebrating the idea of hybrid that will introduce the concept to young students between 12 and 25.

Hybrid intervention has occurred in all areas such as fashion, product, construction, the auto industry, furniture. Architecture and interior design. Hybrids can be created from usual combinations of existing animals, plants or objects. Hybrids can also be created from usual combinations of materials or cultures. They often borrow ideas from different subjects, such as spirals from nature and using them in architecture or making multi-functional objects that make life easier.

To support the exhibition, you have been asked to produce prototype(s) for one of the following products:

- Poster for the exhibition
- Uniforms or accessories for the staff in the exhibition
- Display space for exhibits
- Object to include in the exhibition
- Web page or app for the exhibition

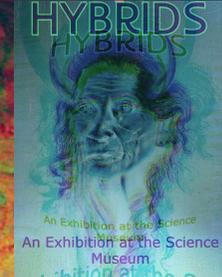
Task 2 – Prototype

Based on your research into the theme and relevant artists and designers, you must develop a board range of art and design ideas for the brief. You will need to document your ideas development, You should:

- Select a brief and identify what you are going to make, considering how others have made similar products or solved similar problems.
- Use different methods to generate a broad range of ideas. This can include: brainstorming, min mapping and visual methods such as addition or juxtaposition
- generate visual presentations of your best ideas using techniques such as drawing, model, toile, CAD
- Refine your final prototype through further studies
- Create a final prototype
- Create 3-4 design boards with images and notes that demonstrate
 - Your initial inspiration
 - Key design features such as colour palette and mood board, fonts, materials
 - Draft development work and refinement
 - Final outcome

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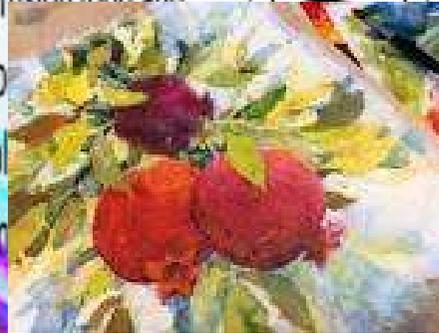
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Start editing by clicking on the open button, drag n' drop a file.

Observational Drawing

Anything can be drawn from observation, including objects and still life arrangements, figure and portrait studies, landscapes and other realistic views. You can draw in a variety of styles and with a range of media, processes and techniques.

PowerPoint Presentation



Skill building workshops where the pupils obtain, develop and apply skills in both 2 and 3 dimensions that can be applied to the brief 'Vegan Cookbook'.

Collage - A piece of art made by sticking various different materials such as photographs and pieces of paper or fabric onto a backing.



Willow Sculpture

Willow is wonderfully versatile medium and is perfect for making sculpture. The ability to bend and twist willow sculpture are endless. It can easily be woven into all shapes and sizes.

Mixed Media

In visual art, mixed media describes artwork in which more than one medium or material has been employed. Assemblages, collages and sculpture are three common examples of art using different media. Materials used to create mixed media art include, but are not limited to paint, cloth, paper, wood and found objects.

Pearson BTEC Level 1/Level 2 Tech Award in Art and Design Practice

Yr. 11 Key Skills and Knowledge

Vegan Cook Book Cover

Learning aims

A: Develop practical skills through application and review
B: Record and communicate skills development

2: Develop Practical Skills in Art and Design

Olga Stewart is commissioning you to produce a book cover for 'VEE', her new vegan cookbook for young people who are keen to explore different types of food. The book will be published by Pearson. The publisher would like to encourage the experimental use of any art and design techniques to appeal to the young target audience. This could include diverse techniques such as knitted or sewn vegetables, collaged or printed deserts, experimental photographic still life, digital illustration of fruit, ceramic sandwiches. These can then be photographed and used as cover illustration.

The book cover needs to:

- Be created in any medium such as photography, paint, fabric, digital or mixed media
- Have a bold and usual design to attract young people
- Be presented in digital format
- Include full details of the author, publisher and title

Task 1 – Design Development

To develop your final idea, you will need to explore and experiment with a wide range of materials, techniques and design options. This will help you develop skills in order to produce and refine an outcome. You should work on each element of the book cover separately, trying alternatives and then test the best of these together.

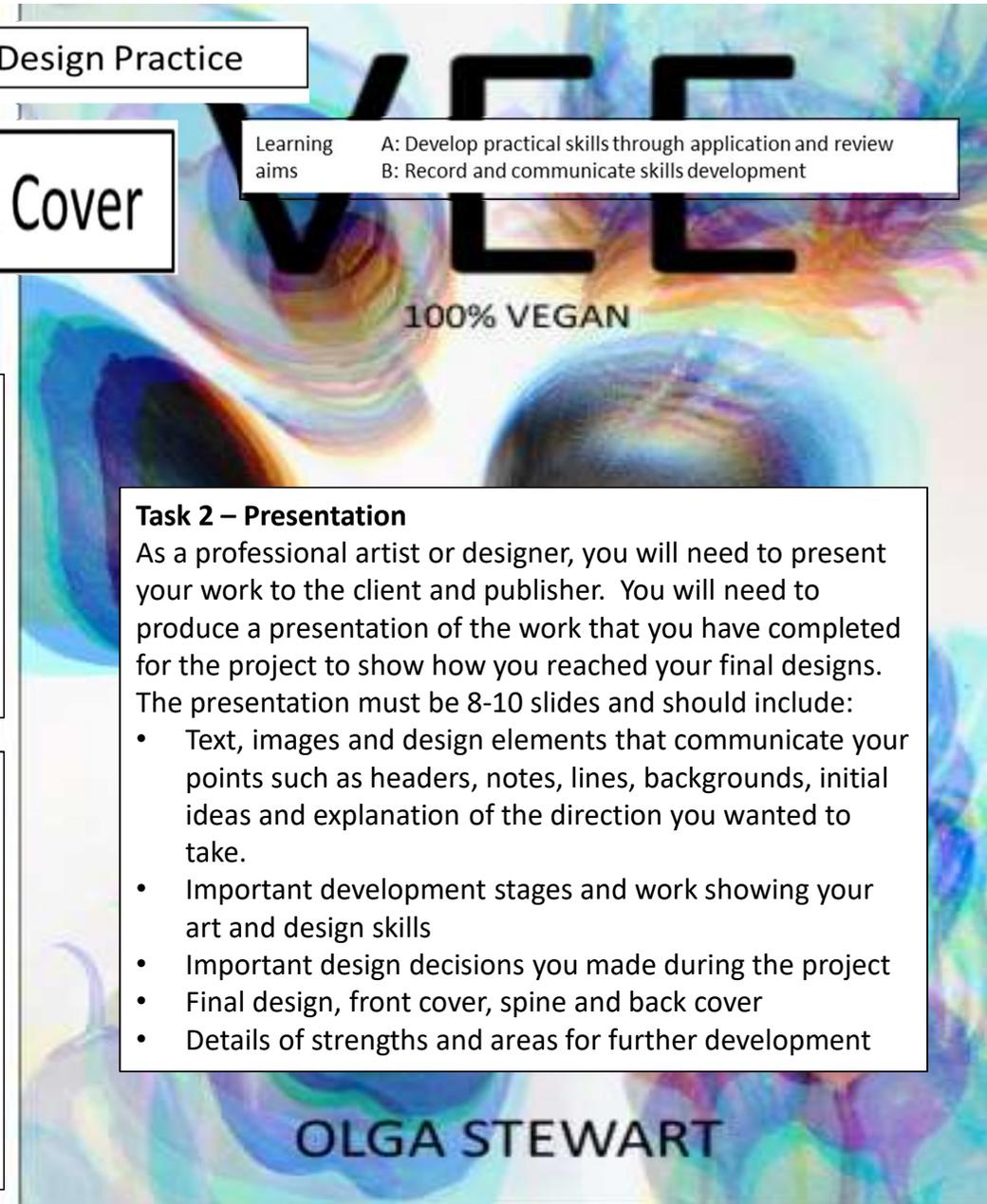
You should produce:

- Draft sketches of layout and composition using digital or traditional methods
- Sample fonts and experiments with text, layout and titling . You can use hand lettering, type or combination for the text elements with variants on colour, colour palletes, testing for type, background and illustration elements
- Test prints on different type of paper or card stock for the cover
- Original designs testing a range of media of your choice for the cover illustration
- An ongoing review log and documentation of your skill and cover development

Task 2 – Presentation

As a professional artist or designer, you will need to present your work to the client and publisher. You will need to produce a presentation of the work that you have completed for the project to show how you reached your final designs. The presentation must be 8-10 slides and should include:

- Text, images and design elements that communicate your points such as headers, notes, lines, backgrounds, initial ideas and explanation of the direction you wanted to take.
- Important development stages and work showing your art and design skills
- Important design decisions you made during the project
- Final design, front cover, spine and back cover
- Details of strengths and areas for further development



Art and Design Practice

Set Task: Responding to a Client Brief

Activity 1: Project Development

At least 8 hours of informal supervision over four consecutive weeks

For Activity 1, learners may spend up to four weeks on project development., Learners must work independently. These sessions will be informally supervised. The informally supervised time can be in more than one session. This time should be spent on development that includes:

- Exploring ideas, materials, techniques and processes
- Reviewing progress
- Recording development through images and annotation, and saving them for activity 4.

Activity 2: Development review

1 hour 30 minutes of formal supervision

Learners must complete Activity 2 using the development review template provided

Activity 3: Final Response

8 hours of formal supervision

Learners must spend a maximum of 8 hours under supervised conditions creating the final response.

This time should be spent on:

- Making the final response
- Recording the final response and the making of the final response, saving images for Activity 4.

Activity 4: Client portfolio

2 hours 30mins of formal supervision

Learners should produce a six to eight page A3 digital portfolio, including 100-300 words of annotation. Annotation can be arranged in any way throughout the six to eight page portfolio.