



Art



Year 11 Knowledge Organisers



Pixler X

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.