

<u>Develop ideas through investigations, demonstrating</u> critical understanding of sources.

What does this look like in a sketchbook?:

Think of this objective like your initial developments that take place at the start of each section you are exploring.

- Research sections on artists
- Initial drawings/artwork created from primary sources
- Own photography
- Annotations and opinions

•

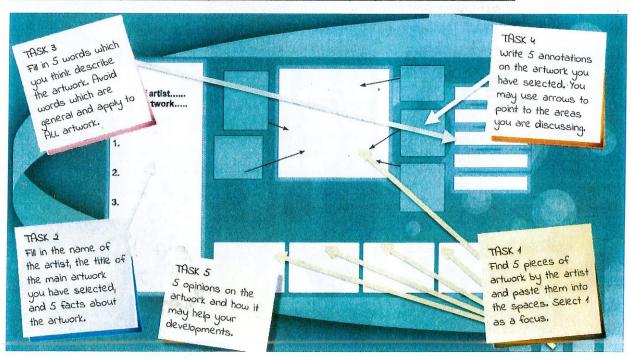
Research sections:

Power of 5

'The power of 5' are the 5 key ingredients to a good research section. They are:

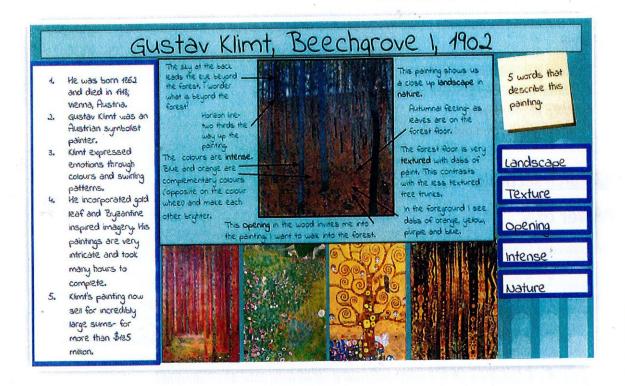
- <u>5 examples</u> of the artists' work
- 5 interesting facts about the artist or their artwork (mini Biography)
- 5 key words that best describe the artwork
- <u>5 detailed annotations</u> that best explain the artwork. This could include style, mood, materials, narrative, purpose, etc.
- 5 Opinions on the work and how it could help your developments.

Below is a diagram to help show how to display the 'Power of 5':



AO1: Research sections continued:

Example of the Power of 5:



As well as the 'Power of 5' it is very important that you produce lots of art work that has been influenced by the chosen artists. A good starting point is to copy an artists' work to learn the techniques (Pastiche).

After this, you can then produce your own artwork using ideas, art styles and techniques used by the artist you are looking at. Showing links between your artwork and your inspiration is very important.

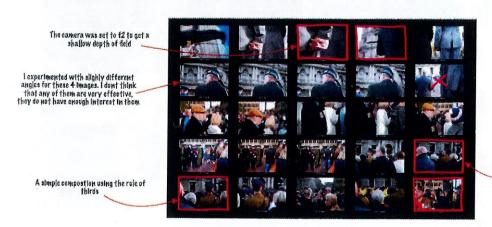




A01:

Photography Sections:

Step 1: In these sections you need to include a contact sheet (this is a grid of your photos on a small scale. Minimum 20 photos). The contact sheet then needs to be annotated.



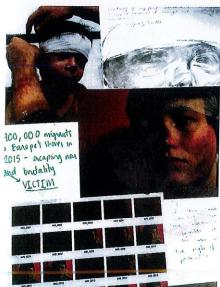
One of my favourite images from the shot is this one because I like the way that the soldier is the only spot of colour in the image and so draws your eye to him immediately

Step 2: Show your favourite photos on a larger scale and add detailed annotations to these (5 minimum).

Step 3: Now you can move ideas on by modifying these photos digitally (with filters/Photoshop/etc.) or physically (cutting/rearranging/painting on top of/ sewing into etc.)



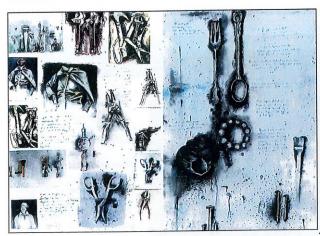
Step 4: If you are editing on Photoshop or using other digital methods, make sure you capture the 'print screens' and include then in your sketchbook.



Step 5: Don't use photography just because you've been told to, actually make it a purposeful process. Use your photographs to help develop your art and ideas forward.



Initial drawings/artwork created from primary sources





Annotations and opinions

Top tips for annotations:

- Write down some really good key words that you could include
- As a basic rule you could follow this order:
 First of all, <u>describe</u> the picture/photo (eg: This piece by shows a ...)
 then <u>explain</u> it (eg: the artist/photographer has captured an isolated atmosphere by using)
 and then give your <u>opinion</u> (eg: I really like this painting because it)
- You can use an artist's surname alone but never their first name. Eg: 'Picasso's painting is full of contrasting colours' (not Pablo's painting).
- Avoid repetition and make sure you don't make your annotations too long because interest and important points may be lost.

Sentence Starters:

This painting/photo by Shows a
In this image you can see
The artist/photographer has successfully depicted
He/ She has achieved this by
I personally feel that this piece is because



Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.

What does this look like in a sketchbook?:

Progressing your ideas through a range of experiments and investigations. Try to come up with original and exciting ideas.

Design Sheets:

A design sheet is where you plan a range of experiments that will be arranged together to form a display of ideas. The experiments can look exciting when placed on different papers and include unusual drawing tasks, Eg: Draw an unknown object through feel and touch/ draw only using one continuous line/ draw only using shadows/ draw or paint using new materials or tools, etc.

Below are some design sheet examples:





Record ideas, observations and insights relevant to intentions as work progresses

What does this look like in a sketchbook?:

Think of this assessment objective as your core skills in art. How successful are your outcomes? How well are your ideas progressing? Are you linking all sections of your art together?

Top Tips for creating lots of art:



- 1) Pre-paint quick backgrounds or work onto textured/ patterned backgrounds like wallpaper.
- 2) Work on several outcomes at once.
- 3) You don't have to finish all outcomes and can move on once you've achieved a desired effect.





- 4) Find quick and effective techniques such as printing, sketching over photos, using projectors to help map in your shapes, etc.
- 5) Add collage and combine your photos with your paintings.
- 6) Do not waste time preparing decorative sketchbook pages if this compromises the amount of time you spend on the artwork itself. Producing quality art or design work is your number one goal.
- 7) Loosening up your painting style, using bigger brushes, filling in areas/ grounds using sponges, scrapers and rollers will also speed up the process.





<u>Present a personal and meaningful response that realises</u> <u>intentions and demonstrates understanding of visual language</u>

How to get the best final response?

AO4 is marked on your final Response. This is sometimes referred to as the final piece. Top marks are awarded for an exceptionally skilled outcome with finely developed ideas, meaningful Intentions and strong links to the artists and developments that have taken place in the sketchbook. The examiners will be looking for an original, exciting, brave and highly refined outcome that demonstrates exceptional understanding of visual language through application of formal elements.

Some examples of Final Responses:





