

'VIEWPOINTS'

This first GCSE scheme of work is designed to provide pupils with a broad experience of artistic media and techniques; allowing them to not only develop their skills, but also begin to make the informed, independent and creative choices that will underpin their success within this qualification.



Big ideas:

- How is my art portfolio assessed?
- How do I take a 'good' photograph?
- How do I create visually effective research pages?
- How can the work of artists inspire and influence my own outcomes?
- How do I annotate my work to a high standard?
- How can I draw from my own work to generate a sculptural composition?
- How do I apply drawing and painting media to get the highest quality outcomes?
- What is mono printing and how can I manipulate the process to produce a refined and visually effective outcome?
- What is lino-printing and how can I manipulate the process to get a range of varied and effective outcomes?
- How do I select from my research to create unique and imaginative designs for a personal response?

What important prior knowledge will you use from your prior learning?

You will build upon the experiences gained in Key Stage 3 in terms of exploration of media, compositional awareness and development of ideas from contextual and other starting points.

Where does this topic fit into the curriculum plan for this subject?

You will generate a full portfolio of work that encompasses all four of the GCSE Art & Design assessment objectives, so you will gain an understanding of the requirements of the course and how to structure and develop your work in a manner that leads to success.

You will learn how to successfully analysis and annotate artwork work – a skill you will apply frequently throughout the course. Your experimentation with a wide range of media and processes will allow you to select more a personal approach in the next scheme of work as you begin to focus on your own areas of preference and strength.

Key concepts:

Knowledge:

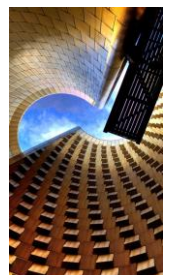
- Contextual studies of the work of artists such as Marshall Brown, Clemens Behr, Isabelle Bonte, Seth Clarke and Kitty Sabatier with reference to 'content, form, process and mood'
- Compositional techniques and how to apply them in collage, drawing and photography, when selecting from images and when creating artwork
- Understanding of the GCSE assessment criteria
- How to effectively annotate outcomes and ideas

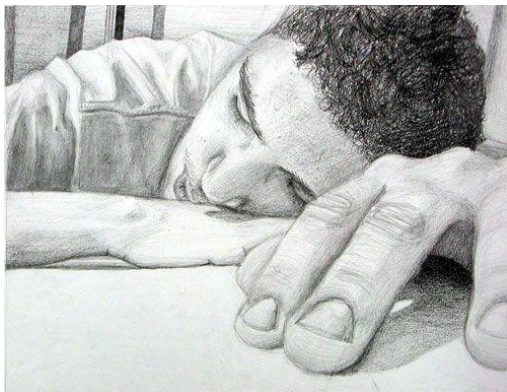
Skills:

- Effective use of photography as an investigative starting point
- Effective application of collage, pencil, acrylic, ink and additional two-dimensional media
- Effective application of mono and lino printing processes
- Effective selection and combination of materials in creating a sculptural outcome
- Making informed designs about the development of work
- Effective presentation of outcomes and annotation with a sketchbook or portfolio

How and when will you be assessed on this topic?

- Regular teacher, self and peer assessment
- Summative marking at the end of the scheme of work based on the AQA GCSE Art, Craft and Design Assessment Criteria.





Key vocabulary:

analysis
 exploration
 composition
 environment
 monochromatic
 neutral
 Rule of Thirds
 balance
 symmetry
 asymmetry
 repetition
 linear
 extension
 construction
 scale
 texture
 relief
 abstraction
 depth
 observation
 mixed media
 expression
 tonal variation
 tonal graduation
 perspective
 fore-shortening
 reduction
 base layers
 critique
 annotation

GCSE Art, Craft & Design Grading:

Portfolio Project 1 & 2:
60% of overall mark

Externally Set Task
 (begun in January of Year 11):
40% of overall mark



Lesson Overview	
Lesson	Task
	Course introduction
1	Mind map and imagery
2	
3	Artist research : Marshall Brown
4	
5	Photography around the school building
6	Printing and presenting photographs
7	Exploring collage
8	
9	Contextural studies: Sculptural examples
10	Mixed media sculpture inspired by lines and shapes in collaged outcomes
11	
12	
13	Drawing from grouped sculptures
14	Artist research: Kitty Sabatier
15	Development of drawing used mixed media including ink, coffee, collage and metal foils
16	
17	Reductive lino printing
18	
19	
20	
21	
22	Figurative photography
23	Printing and presenting photographs
24	Prep for mock
Mock exam	Tonal pencil study
25	Monoprint
26	Exporing composition through collage (with copied prints)
27	
28	Painting in acrylic
29	
30	
31	Reflection
32	Combination design ideas
33	
34	
35	
36	Final piece
37	
38	
39	
40	
41	BUFFER PERIOD to allow for lessons missed during mock exam period/ absence due to illness /school trips etc
42	
43	
44	
45	