



Y12 Pre- Course

In your first term you will be guided through an experimental phase. You will revisit previously learned skills and develop your use of these techniques to a more complex level along with being introduced to new skills and materials that will broaden your knowledge of art, artist's and processes. You will explore the 5 titles within Art, Craft and design.

Timed and scaled drawings - a series of drawings completed within a limited time frame/proportions

Drawings in ink and biro - explore drawing styles and process in using drawing ink and biro.

Tonal drawings - create a series of tonal drawings exploring the use of a full range of tone and mark marking

Watercolour painting - using watercolour paper create a A5/A4 watercolour focusing on natural forms, experiment with layering and colour

mixing Acrylic painting (with ground) - using a ground create a A5/A4 painting focusing on natural forms, experiment with layering and colour

mixing 3 colour poly-block print - using polystyrene blocks draw and print a 3 layered design in an appropriate trio of colours. Explore thickness of line.

Intaglio print - using silver card create a detailed print design and print using intaglio method, record process.

Photographs - primary resource - take arrange of photos of natural forms, some close up some further away to explore composition

Design ideas based on photographs - create a range of design ideas based around 2-3 of your own photos - you will develop this work further using Photoshop

Photoshop work (+ print screen history) - experiment with filters, layering and image manipulation to complete a graphic response based on your natural form

designs Mixed media shell - working from observation complete a large (A3) mixed media shell using a range of materials to show texture and colour Low relief

cardboard shell - working from observation create a low relief cardboard shell, incorporate pattern and texture.

Project Word bank

Mixed Media - The use of different materials on a piece of work

Low Relief - Build up the 'surface' of your work

Composition - the position of the imagery on a surface

Annotate - written notes that explain your work, thoughts, ideas, links to other artists, links to other sources/techniques, prior learning

Scale - The size of a piece of work

Technique - The method used to complete the art work, can be generic such as painting or more focused such as blending paint Line

drawing - a simplistic drawing using only basic outline and limited details. Usually black and white.

Tone - The lightness or darkness of something

Texture - the surface quality of something, the way something feels or looks like it feels.

Skills bank (highlight when completed)

Create a series of tonal drawings based on first hand observation.	Experiment in a range of drawing styles making reference to relevant sources.	Use a range of painting techniques to explore the qualities of materials available - reflect on your use of these materials and the quality of your outcomes.	Research relevant natural forms artists and make connections to your own work. Explain techniques used and evaluate the effectiveness of these in connection with your subject matter.
Experiment with a range of printing techniques, record processes.	Take a series of photos based on natural forms. These photos will be the basis for further design work and digital manipulation.	Complete mixed media shell using a range of appropriate materials and techniques to create texture.	Be able to recognise and describe prior learning and how you have developed these techniques/use of materials

HW

HW 1: To complete research pages on artists who study natural form and link to drawing, painting and print making.

HW 2: To complete research pages on artists who study natural form and link to photography, graphics, 3D & textile art.



Y12 Personal study investigation

Spring term - You will begin your personal investigation, this is an in-depth project that will continue over 3 terms, based on a subject area of your choosing. This term you will focus on Artist and subject research. You will also begin work on your essay, an in depth written piece that supports your project (1000-3000 words). Discussion with teaching staff to decide starting point - your teacher will talk through your ideas with you and help you to identify an area of study, this should be broad at this point to allow for development of your ideas moving forward.

- Artist research approx. 10 pages - you will need to research a range of artists/designers relevant to your project.
- Subject research approx. 10 pages - focusing on the subject matter that links most effectively, e.g. people, buildings, nature, space etc.

Summer term - You will conclude you subject and artist research and begin experimenting with materials and artist influences. You will also complete the introduction to your personal study essay. You will complete your primary research.

- Artist and Subject research - Finalise subject and artist research, ensure pages are well annotated to explain influences and interests.
- Primary research - gather photos and primary evidence based on your subject matter, this will be developed further during your experimental stage but should also show clear links to your prior artist and subject research.
- Complete the introduction to your essay - this should be approx. 200-300 words and explain your starting point and the direction you hope to take.

Project Word bank

Mixed Media - The use of different materials on a piece of work

Composition - the position of the imagery on a surface

Annotate - written notes that explain your work, thoughts, ideas, links to other artists, links to other sources/techniques, prior learning

Scale - The size of a piece of work

Technique - The method used to complete the art work, can be generic such as painting or more focused such as blending paint

Refine - change and adjust your work making small improvements to improve quality

Process - The method used to create artwork that usually follows a range of steps rather than just one skill

Independent work - work led by you the student

Skills bank (highlight when completed)

Complete artist research looking at a range of appropriate artist and designers -explain your interest and how these artists have influenced you.	Experiment with a range of techniques, and processes. Record your findings and reflect on the effectiveness of these methods.	Present sketchbook pages in an effective way that enhances written and practical work included.	Research relevant artists and make connections to your own work. Explain techniques used and evaluate the effectiveness of these in connection with your subject matter.
Explore a wide range of materials - experiment with mixed media	Take a series of photos based on your chosen subject matter. These photos will be the basis for further experimental and design work.	Begin written commentary explain starting point and initial influences. If possible make reference to direction or area of specialism you intend to take.	Be able to recognise and describe prior learning and how you have developed these techniques/use of materials

HW

HW: Ongoing sketchbook pages



Hilbre High School Art Department

Knowledge Organiser/Autumn Term - Spring term Feb 1st



Y13 Personal study investigation

This term you will focus on experimental work leading to design and development work and ultimately a final outcome/s. Your research should now be fully resolved and have led you to a range of interesting techniques and processes to be explored. Your experimental work should show clear links to your artists and be well explained and evaluated. You should show refinement of processes and appropriate use of selected materials. Following the completion of this work you will focus on design and development work before finalising your outcome/s in the spring term (by Feb 1st).

Experimental work approx. 10 pages - use a range of appropriate processes, techniques and materials to complete experiments based on your primary research and showing influences of your artists.

Design and development work approx. 2 boards - develop ideas from your experiments selecting appropriate materials and techniques Finalisation of design work - bring design work to a conclusion

Final outcome/s - complete final outcomes/s based on developmental work and showing clear links throughout your project

Essay - artist information - complete the next sections of your essay following on from your introduction, you should discuss the work of your chosen artists - compare their styles and techniques and explain how they have influenced your own work and learning. From this you should begin to discuss impact on your own work and experiments.

Project Word bank

Final outcome - An image or 3D piece pulling all preparatory work together into one piece or series of work.

Materials - the equipment/substance you use to create art with e.g. paint

Mixed Media - The use of different materials on a piece of work

Composition - the position of the imagery on a surface

Annotate - written notes that explain your work, thoughts, ideas, links to other artists, links to other sources/techniques, prior learning

Scale - The size of a piece of work

Technique - The method used to complete the art work, can be generic such as painting or more focused such as blending paint

Refine - change and adjust your work making small improvements to improve quality

Process - The method used to create artwork that usually follows a range of steps rather than just one skill

Independent work - work led by you the student

Skills bank (highlight when completed)

Finalise all research pages ensuring that work is relevant, clear and well presented. Research should include both artists influences and subject matter, as part of this work you should have completed a range of examples of your own work based on each of your artists and made connections between these and your subject matter. Explain techniques used and evaluate the effectiveness of these in connection with your subject matter.

Ensure your work is annotated to explain your thought process along with factual information. Use photographs, drawings and annotation to show the development of your project and ideas. Use photography to record complex practical processes and to visually explain refinements in your experimental process.

Experiment with a range of appropriate techniques and materials, ensure you record processes and make connections with your artists. Explore new ways of using materials and explain how to refine these processes and develop your ideas.

Design work should demonstrate refinement of your ideas and show clear links to research. Your final outcomes should be clearly visible from previous design work and be the culmination of your sketchbook work and design boards.

HW

HW - Ongoing sketchbook pages

2024-25 Name:	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Teacher Comment						
Student Feedback what have done? How did you do it? how does it link to previous work? what might you do next?)						
Suggested Grade						

2023-24 Name:	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Teacher Comment						
Student Feedback what have done? How did you do it? how does it link to previous work? what might you do next?)						
Suggested Grade						

Art Descriptors	What to do...
<ul style="list-style-type: none"> drawing painting 	<p>Line, shade, biro, stick and ink, charcoal, chalk, formal, wrong hand, blind, white on black, 'chaos & order', carbon paper, decoration/borders</p> <p>Watercolour, acrylic, oil, brusho, household, different sized brushes, inscribing tools (e.g. comb) board, paper, sand paper, canvas, emulsion transfer</p>
<ul style="list-style-type: none"> mixed-media, including collage and assemblage 	<p>Paper (newsprint, sugar, graph, brown, found, text, lined, tracing) brusho, cardboard (opened and normal), boxes, sections, paraphernalia (related to theme), textiles, wax/batik techniques, laminating, emulsion print, wall/wrapping/crepe/tissue paper, sgraffito, handmade paper, cut-out techniques</p>
<ul style="list-style-type: none"> sculpture 	<p>Cardboard, low relief, wire, wire and paper, relief</p>
<ul style="list-style-type: none"> ceramics 	<p>Room dry clay</p>
<ul style="list-style-type: none"> installation 	<p>Use drama facilities (lighting, props etc.) make up</p>
<ul style="list-style-type: none"> printmaking (relief, intaglio, screen processes and lithography) 	<p>Mono, poly-block, intaglio, lino & wood cut, screen, emulsion transfer, oil pastel mono print stencil, digital, aqua and pencil tint, carbon paper & collograph</p>
<ul style="list-style-type: none"> moving image and photography. 	<p>Photography, photo-shop, film, stop motion animation, emulsion transfer, pin hole photography, cyanatope</p>

60 Visual Arts CAREERS

PHOTOGRAPHY/FILM

- Cinematographer
- Costume Designer
- Fashion Photographer
- Photo Editor
- Photojournalist
- Set Designer
- Special Effects Makeup Artist
- Studio Photographer
- Wedding Photographer
- Wildlife Photographer
- Videographer

PUBLISHING

- Comic Book Artist
- Illustrator
- Medical Illustrator
- Storyboard Artist

MUSEUM/GALLERY

- Curator
- Dealer
- Docent
- Gallery Owner
- Museum Educator

EDUCATION

- Art Camp Director
- Art Professor
- Art Teacher
- Community Studio Owner

FASHION

- Fashion Designer
- Jewelry Designer
- Makeup Artist
- Stylist

FINE ARTS

- Ceramicist
- Fiber Artist
- Mixed-Media Artist
- Muralist
- Painter
- Portrait Artist
- Printmaker
- Sculptor

ADVERTISING

- Art Director
- Creative Director
- Graphic Designer
- Typographer
- Web Designer

ARCHITECTURE

- Architect
- Interior Designer
- Landscape Architect
- Urban Designer

COMPUTER GRAPHICS

- Computer Animation
- Concept Artist
- Digital Illustrator
- Motion Graphics Designer
- Video Game Designer
- Visual Effects Animator