



Hilbre High School Art Department Knowledge Organiser/Autumn Term 2020



Y10 Project 1 coursework - Iconography

This term you will continue to explore your theme of Iconography. Having completed your research last term you will use this term to experiment with techniques, materials and artists influences. Using this experimentation you will ultimately complete a final outcome based on all you have learned and using your prior knowledge of composition, scale, proportion, colour theory, and making links to artists and designers.

Primary research - take a series of your own photos showing connections to your theme

Secondary research - gather imagery that reflects your theme and is useful and relevant in exploring Iconography.

Drawings - create a series of drawings and half drawings using your primary research as the focus for your work

Experiments - explore a range of materials and techniques relevant to your theme/artists

Development- using your experiments to inform; develop ideas (3 approx) leading to your own iconography outcome

Annotation - explain your work and links to your artists/effectiveness of experiments/how you are building skills relevant to your project/project goals

Final outcome - present your final iconography piece using appropriate materials/techniques and influences.

Project Word bank

Mixed Media - combining more than one material into the same piece of work e.g. working into a watercolour painting with a fine liner

Scale/proportion - the size and space required to ensure an image is presented accurately

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

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

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

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

Skills bank (highlight when completed)

Take a series of photos of relevant subject matter to incorporate into your project. (primary research)	Complete a series of drawings using your own photos as the focus.	Explore and experiment with a range of painting techniques appropriate to your work (min 3 techniques).	Annotate your work to explain the processes you have used and why. Evaluate and reflect on your work.
Experiment with a range of materials including, collage, pen, paint, pencil, mixed media, digital media	Demonstrate links to other artists and designers through experiments and annotation and explain connections to your own work.	Develop a series of designs using appropriate imagery as the focus, reflect on and refine this work to bring your project to a final outcome. (at least A3 in size)	Be able to recognise and describe prior learning and how you have developed these techniques/use of materials

HW

Ongoing tasks will be set throughout the term in response to individual students journeys.



Hilbre High School Art Department Knowledge Organiser/Spring Term 2021



Y10 Project 2 coursework - Illustration

This term you will begin work on a new project with the theme of 'Illustration'. This term we will focus on research and gathering information relevant to your project. You will look at the work of a range of artists and designers. You will also begin looking at potential sources of information such as buildings, people, animals, etc. that may become the focus of your project. You will combine your research of artists and designers along with this subject research to help you eventually develop a range of design work (Summer term) that ultimately will lead to a graphical response as a final outcome (Autumn term).

Generic artist research 1 - complete an A3 research sheet based on a range of Illustrators.

Specific artist research 2 - complete an A3 research sheet based on 1 or 2 Illustrators - this sheet will be more in depth than sheet 1.

Mono printing - experiment with mono printing as part of your research of illustrators, include at least one print within your research sheet 1.

Annotation - record information about each artist you have included on your sheets, including what their influences are, materials they use, comment on the style, colour, and presentation of their work along with an explanation of why you have chosen to look at their work and your opinion of it.

Presentation - Establish a presentation style to use across all sheets in this project, think carefully about, title, font, use of colour, borders, mounts.

Project Word bank

Media - The substance that an artist used to make art e.g. paint

Artist influence - the impact an artists' work has had on your own work/how it can be seen in your work

Mono Print - Where ink is transferred onto paper by drawing over a prepared surface

Impact Piece - a piece of work that stands out against the rest of your page, this could be because of detail/colour/materials used/scale

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)

Gather a range of good quality images for each of your chosen artists.	Establish a theme presentation style for your sheets.	Explore a range of relevant artists/designers and select 4-6 that interest you. Explain why.	Annotate your work to explain the processes you have used and why. Evaluate and reflect on your work.
Experiment with a range of materials influenced by your selection of artists and the techniques they use.	Demonstrate links to artists and designers through annotation and explain connections to your own work.	Complete a mono print using imagery from one of your chosen artists.	Be able to recognise and describe prior learning and how you have developed these techniques/use of materials

HW

Ongoing tasks will be set throughout the term in response to individual students journeys.



Hilbre High School Art Department Knowledge Organiser/Summer Term 2021



Y10 Project 2 coursework - Illustration

This term you will continue to explore your theme of Illustration. Having completed your research last term you will use this term to experiment with techniques, materials and artists influences. You will need to combine your subject theme with the styles of illustration you have explored through your research. Using this experimentation you will ultimately complete a final outcome (Autumn term) based on all you have learned and using your prior knowledge of composition, scale, drawing techniques, colour theory, and making links to artists and designers.

Primary research - take a series of your own photos showing connections to your theme E.g. buildings, people, places, animals.

Secondary research - gather imagery that could be used to create drawings relevant to your theme and artists.

Drawings - create a series of drawings and half drawings using your primary research as the focus for your work

Experiments - explore a range of materials and techniques relevant to your theme/artists

Annotation - explain your work and links to your artists/effectiveness of experiments/how you are building skills relevant to your project/project goals

Project Word bank

Mixed Media - combining more than one material into the same piece of work e.g. working into a watercolour painting with a fine liner

Scale/proportion - the size and space required to ensure an image is presented accurately

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

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

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

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

Skills bank (highlight when completed)

Take a series of photos of relevant subject matter to incorporate into your project. (primary research)	Complete a series of drawings using your own photos as the focus.	Explore and experiment with a range of Illustration techniques appropriate to your work (min 3 techniques).	Annotate your work to explain the processes you have used and why. Evaluate and reflect on your work.
Experiment with a range of appropriate materials including, collage, pen, paint, pencil, mixed media, digital media	Demonstrate links to other artists and designers through experiments and annotation and explain connections to your own work.	Explore a range of surfaces/backgrounds to develop your presentation style.	Be able to recognise and describe prior learning and how you have developed these techniques/use of materials

HW

Ongoing tasks will be set throughout the term in response to individual students journeys.

Summer Break - Complete font sheet



Hilbre High School Art Department

Knowledge Organiser/Autumn Term 2020



Y11 Project 2 coursework - Illustration

This term you will be using your experimentation of illustration styles and techniques to help you develop a series of designs leading to a final illustrative outcome using digital media. Based on all you have learned through your research and experimentation phases and using your prior knowledge of composition, scale, proportion, colour theory, and making links to artists and designers; your outcome should show clear links to the journey your project has taken.

Font sheet (Summer Break HW) - complete an A3 sheet filled with the word 'Illustration' in a range of fonts/sizes/ and if you choose, colours.

Development- using your experiments to inform; develop ideas (3 approx) leading to your own Illustration based outcome

Annotation - explain your work and links to your artists/effectiveness of experiments/how you are building skills relevant to your project/project goals

Final outcome - present your final Illustration using appropriate materials/techniques and influences.

Standardisation of coursework - make any amendments or improvements to previous coursework sheets to ensure quality

Project Word bank

Mixed Media - combining more than one material into the same piece of work e.g. working into a watercolour painting with a fine liner

Scale/proportion - the size and space required to ensure an image is presented accurately

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

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

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

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

Digital Media - computer software such as Photoshop.

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

Skills bank (highlight when completed)

Explore a range of fonts and writing styles and present a selection of appropriate fonts.	Use digital media to create a range of experiments that develop your design ideas. Explore, scale, font, colour, composition and visual effects.	Create a Photoshop history to visually explain the tools and processes you have used to develop your final outcome.	Annotate your work to explain the processes you have used and why. Evaluate and reflect on your work.
Refine design ideas using both traditional methods and digital media.	Development- using your experiments to inform; develop ideas (3 approx) leading to your own illustrative outcome	Demonstrate links to other artists and designers through experiments and annotation and explain connections to your own work.	Standardise all coursework sheets ensuring they are presented to an equally good standard and are fully realised.

HW

Ongoing tasks will be set throughout the term in response to individual students journeys.



Hilbre High School Art Department

Knowledge Organiser/Spring Term 2021



Y11 - Exam Unit

This term you will complete your externally set task. You will be given a selection of starting points for this project by the exam board AQA. You will choose one starting point to base your project around. You will follow the usual structure to complete a full project as shown below. You will complete several weeks of preparation followed by a 10 hour practical exam.

Artist/designer research - you should look at the work of a range of relevant artists/designers (min 2)

Primary research - take a series of your own photos showing connections to your theme

Secondary research - gather imagery that reflects your theme and is useful and relevant in exploring your theme.

Drawings - create a series of drawings and half drawings using your primary research as the focus for your work

Experiments - explore a range of materials and techniques relevant to your theme/artists

Development- using your experiments to inform; develop ideas (3 approx) leading to your final outcome

Annotation - explain your work and links to your artists/effectiveness of experiments/how you are building skills relevant to your project/project goals

Final outcome - present your final piece using appropriate materials/techniques and influences.

Project Word bank

Independent work - work led by you the student

Structure - the way the work is organised in order

Mixed Media - combining more than one material into the same piece of work e.g. working into a watercolour painting with a fine liner

Scale/proportion - the size and space required to ensure an image is presented accurately

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

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

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

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

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

Skills bank (highlight when completed)

Take a series of photos of relevant subject matter to incorporate into your project. (primary research)	Complete a series of drawings using your own photos as the focus.	Explore and experiment with a range of techniques appropriate to your work and the artists you have used.	Annotate your work to explain the processes you have used and why. Evaluate and reflect on your work.
Experiment with a range of materials including, collage, pen, paint, pencil, mixed media, digital media	Demonstrate links to other artists and designers through experiments and annotation and explain connections to your own work.	Develop a series of designs using appropriate imagery as the focus, reflect on and refine this work to bring your project to a final outcome.	Be able to recognise and describe prior learning and how you have developed these techniques/use of materials

HW

Ongoing tasks will be set throughout the term in response to individual students journeys.



Hilbre High School Art Department Knowledge Organiser GCSE ART, CRAFT and DESIGN



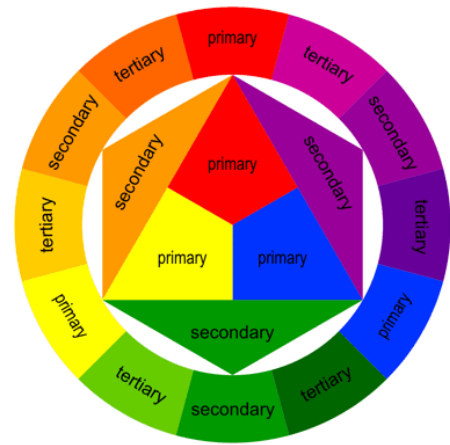
<h2 style="font-size: 4em; margin: 0;">A01</h2> <p style="font-size: 0.8em; margin: 0;">Develop ideas through investigations, demonstrating critical understanding of sources</p>	<h2 style="font-size: 4em; margin: 0;">A02</h2> <p style="font-size: 0.8em; margin: 0;">Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes</p>	<h2 style="font-size: 4em; margin: 0;">A03</h2> <p style="font-size: 0.8em; margin: 0;">Record ideas, observations and insights relevant to intentions as work progresses</p>	<h2 style="font-size: 4em; margin: 0;">A04</h2> <p style="font-size: 0.8em; margin: 0;">Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language</p>
DEVELOP	REFINE	RECORD	RESPONSE
INVESTIGATE	EXPERIMENT	INTENTIONS	MEANINGFUL
EXPLAIN IDEAS	EXPLORE TECHNIQUES AND SKILLS	LINK IDEAS	VISUAL LANGUAGE
ARTISTS	SELECT	OBSERVATION	DEMONSTRATE
ANNOTATE	EXPLAIN	PLANNING	UNDERSTANDING
contextual research	PHOTOGRAPHS	PRIMARY RESEARCH	MAKE CONNECTIONS
EXPLORE	IDEAS	RELEVANT	CONCLUSION

The four Assessment objects are worth the same amount of marks each, so it is important that you have evidence for all of them within each project or exam unit you complete. These descriptions explain what we are looking for to give marks for each one.

Methods of recording	
Observational drawing	Drawing from looking at objects or images
First hand observation	Drawing from looking at objects directly in front of you
Second hand observation	Drawing from looking at images of objects
Photographs	Using a camera or smartphone to record images will class as first hand or primary observation.
Sketches	Basic sketches and doodles can act as a starting point for further development.



Tonal shade



Colour Wheel

Annotation

Describes writing notes using images and explaining your thoughts to show the development of your work.

Step 1 - Describe

What is this an image of? What have you done here? What was this stage of the project for?

Step 2 – Explain

How was this work made? How did you produce particular effects? How did you decide on the composition?

Step 3 – Reflect

Why did you use these specific methods? Why do particular parts work better than others? Why might you do things differently next time?

Useful websites:

www.studentartguide.com

www.tate.org.uk

www.thisiscolossal.com

Materials and processes	
Pencil	Basic tool for drawing. Can be used for linear work or shading
Biro	Drawings can be completed in biro and shaded using hatching/cross hatching to create tone. Layering different colours of biro can also be effective.
Oil pastel/Chalk	Oil and chalk pastels can be used to blend colours smoothly. They can be layered to create colour mixing.
Coloured Pencil	Coloured pencil can be used to blend colours and add detail to work. Water soluble colouring pencils can also be effective.
Acrylic paint	A thick heavy paint that can be used smoothly or to create texture.
Watercolour	Solid ink blocks that can be watered down and layered using a paint brush. Creates softer colours than acrylic paint.
Gouache	A pure pigment paint that can be used like watercolours or more thickly for an opaque effect.
Poly print	A polystyrene sheet that can be drawn into to create a line print. Can be used in layers.
Mono print	Where ink is transferred onto paper by drawing over a prepared surface.
Collograph	A printing block created by collaging materials such as card, wool etc
Card construction	Sculpture created by building up layers of card or fitting them together.
Wire	Thick or thin wire manipulated to create 2D and 3D structures.
Clay	A soft substance used for sculpting, when fired can be glazed to create shiny and colourful surfaces.
Digital media	Computer software used to create artwork, can also be done on a smartphone.

Artist research – what to include

Good quality images of artist work

Relevant to the theme of your project

Technical information – what materials processes do they use?

What is the focus of their work? What is it about?

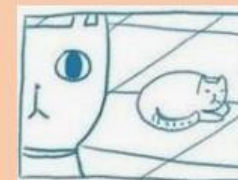
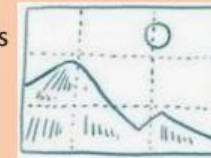
Who or what influenced your artist?

Does anyone else work in a similar style?

What have you learned from looking at their work?

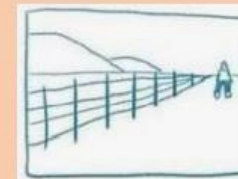
Composition/Layouts

Rule of thirds – Place focal objects at 1/3 or 2/3 of the image horizontally or vertically. Not in the middle



Balance elements. If there is an emphasis on one side balance it out with smaller objects on the other

Simplify and fill. Enlarge or crop the image to fill the space



Use lines. Lines will draw the viewer in, they don't have to be straight, consider S or C