



Year 10: Unit 5

Unit 5

Threshold Concept (TC1) - Understand the elements of art and how these can be used to create a piece of artwork.

Threshold Concept (TC14) - Understand how symmetry, simple geometric shapes, measuring techniques and the grid method can help with accuracy when drawing.

Threshold Concept (TC51) - Understand how to create a range of tonal values with pencil.

Threshold Concept (TC55) - Understand that a piece of artwork can take many layers.

Threshold Concept (TC56) - Understand that art has to go through a period of transition before a desired outcome is realised.

Keywords
Grid method,
Basic shapes,
Rule of Thirds,
Graphite,
Formal elements
Tonal scale,
Hatching
Cross hatching,
Ellipse,
Symmetrical
Mark making,
Geometric
shapes,
Parallel, collage

Bronze

Hand / Mobile Phone Composition

... remember the seven elements of art.

... understand how to draw simple geometric shapes to help plan a piece of work.

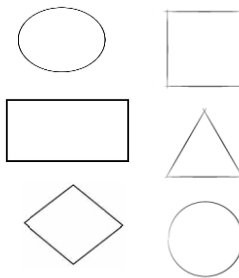
... understand simple drawing techniques to help plan a drawing.

... understand the techniques of using graphite to create a range of tonal values.

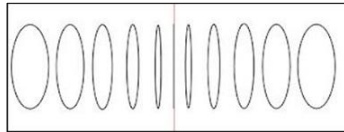
Mapwork

... understand what a 'collage' is.

Basic Shapes



Ellipses



Formal Elements of Art

Colour – what you see when light reflects off something.
Line – a mark made which can be long, short, scribbled, straight etc.
Shape – a 2D area which is enclosed by a line.
Form – a shape which has 3 dimensions.
Tone – how light or dark something is.
Texture – how something looks or feels (visual or actual) rough etc.
Pattern – a symbol or shape that can be random or repeated.

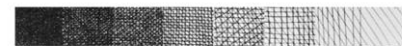
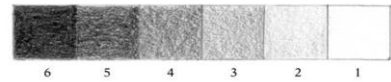
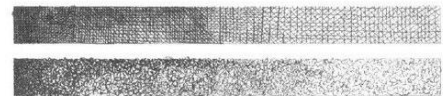
Texture
Visual texture is accomplished by carefully using a combination of tonal shading and the different shading techniques.

Pencils come in different grades, the softer the pencil, the darker the tone.
H = Hard B = Black
The most useful pencils for shading are 2B and 4B.
If your pencil has no grade it is most likely HB which is 'hard black'.

Working out the measurements and drawing the outline first is crucial before adding tone and texture. If drawn softly, the outline can then be gradually erased or built up using tonal values.

Mark making

To make drawings look more realistic, try to use different marks to show textures and surfaces. You can do this by changing the direction, pressure and length of your marks.



Blending

Hatching

Cross Hatching

Stipple



A tonal drawing does not need colour to be added.

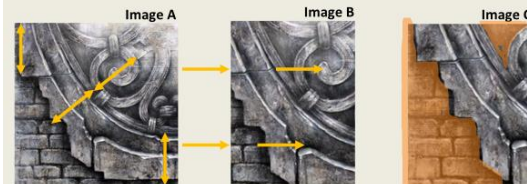


SCAN ME
Measuring with a pencil

Task: Technique 1: Drawing freehand

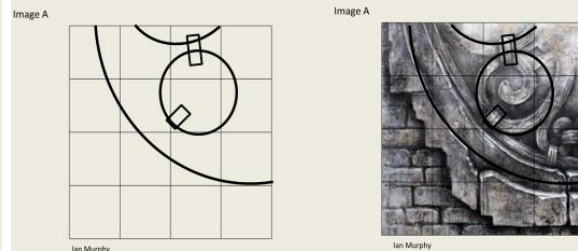
Year 9 Previous Learning

- When **starting to draw**, begin with **basic shapes** and draw them **very very softly**.
- Use **measuring techniques**, i.e. compare the size of one part against another to get the proportions of your drawing correct. Image A is a square!
- **Compare heights of different parts.** (Which parts are at the same level?)
- Look at the **negative space** in and around the main part of your image to help you draw more accurately.



Draw edges not outlines!

- **Start to sketch the basic shapes** from your image.
- Have **reference points** that you can refer to. You can then check that you have things in the correct square. Look at where the image crosses over the grid lines.



SCAN ME

Grid Method





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- Basic shapes,
- Rule of Thirds,
- Graphite,
- Formal elements
- Tonal scale, Hatching
- Cross hatching,
- Ellipse, Symmetrical
- Mark making,
- Geometric shapes,
- Parallel, collage

Bronze

Hand / Mobile Phone Composition

... remember the seven elements of art.

... understand how to draw simple geometric shapes to help plan a piece of work.

... understand simple drawing techniques to help plan a drawing.

... understand the techniques of using graphite to create a range of tonal values.

Mapwork

... understand what a 'collage' is.

Primary colours are the 3 main colours. They cannot be made but are used to make all other colours.

Secondary colours are made by mixing 2 primary colours.

Tertiary colours are made by mixing a primary and a secondary colour together.

Complementary colours are opposite on the colour wheel (red and green, blue and orange, yellow and purple).

Harmonious colours are next to each other on the colour wheel and are similar.

Tint – when you add white to a colour to make it lighter.

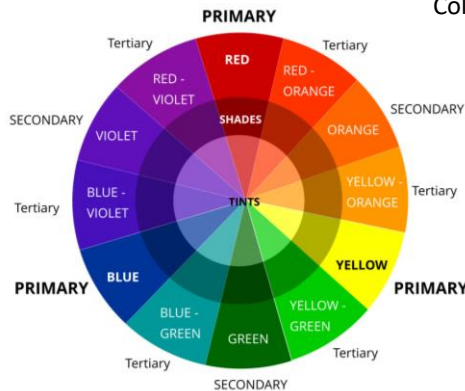
Shade – when you add black to a colour to make it darker.

Tone – when you add grey to a colour to dull the intensity.

Monochrome – different shades of one colour.



Colour Theory



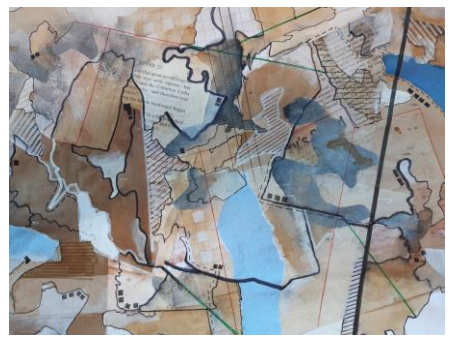
During the construction of a piece of artwork, there is a transition process where the artwork gradually changes from one state to another. Progress and improvement in a piece of artwork can happen slowly, so give your work a chance to improve.

The greatest skill can be stepping away and knowing that you are finished and not overworking it. Artists can sometimes feel that their painting is never finished and needs to be improved. If you are self-critical of your work you may not see the positive or how improving it might help.

Never put any of your artwork in the bin! Your work will show a progression in the way you draw and also a progression in your ideas.

The colour wheel is divided into warm and cold colours. Cold colours are calm and soothing, the warm colours are energetic and vivid.

Collage describes both the technique and the resulting work of art in which pieces of paper, photographs, and fabric etc are arranged and stuck down onto a surface





Year 10: Unit 6

Unit 6

Threshold Concept (TC57) - Understand that artwork can be influenced by many factors including the work of others.

Threshold Concept (TC58) - Understand that developing, refining, recording and presenting are fundamental to the design process and these can be undertaken in any order to achieve a final outcome.

Threshold Concept (TC59) - Understand that artwork can take many forms using a wide range of materials and processes.

Refer to Year 10 Unit 2 for artist research and photography.

Refer to Year 10 Unit 3 for drawing.

Keywords

Develop,
Refine,
Record,
Present.

Formal Elements of Art

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AO1: Develop ideas through investigation, demonstrating critical understanding of sources (Collect ideas and explore artists work to help inspire your own work).



AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. (Experiment with various media and techniques to help improve your skills and visual ideas).



AO3: Record ideas, observations and insights relevant to intentions as work progresses. (Show a clear journey throughout your chosen theme by producing observations, reflecting and evaluating).



AO4: Present a personal response and meaningful response that realises intentions and demonstrates understanding of visual language. (Complete a relevant and intentional final piece that shows a journey through your portfolio).

A study of the Ironbridge in a joiner style, influenced by the artist David Hockney.

