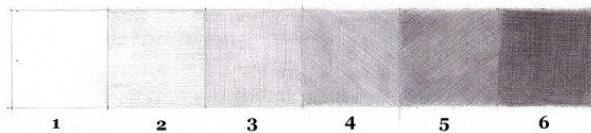


Episode 1



Portrait Drawing
Working Time- 1 Hour
Material(s) Used- **Pencil**

Skills Used
Observing the portrait as **subject matter**, use appropriate **proportions** to apply accurate features and **shapes** to compose the face. Consider how you add **tone** to add **depth**.

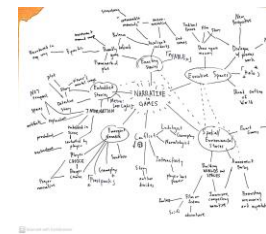


Episode 2

Investigating the theme and generating ideas.
Working Time- 5 Hours

Skills Used
Generating ideas by using research and investigation techniques (such as mind-mapping). Based on these investigations completing research on own choice of artist(s) and collecting source materials that can be worked from in the future.

Having appropriate presentation so that the resources are accessible.



Shepard Fairey

Shepard Fairey is an American graphic artist known for his bright colours and stencil art. Born on February 15th 1970 in South Carolina, Fairey's artwork depicts lots of political imagery full of symbolism and meaning.

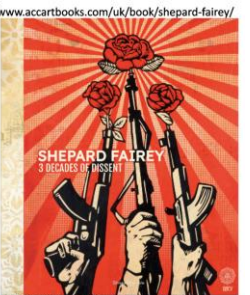
Fairey has earned a huge reputation through his street art, but his work has also been seen with stickers, stencils, posters, and much more, making his artwork even more popular.

I chose Fairey as one of the artists I wanted to research because his artwork links a lot to what I want to do with the theme Narrative, war. Many of his pieces depict war imagery and even others that don't still hold significance and can still be linked to the theme.

Fairey's artwork's aesthetics are another reason why I chose him. His pieces are colourful, often highlighting the



This piece stands out to me a lot. I like how everything is clear and the colours create a great contrast. The main things like the guns, roses and hands all have enough detail but not too much to obstruct the big, blocky colours creating these clear shapes.



I also really like this piece. Like stated before, the main colours are red, white and a blueish-black which gives the piece the signature Fairey look. The details in the hair and rose emphasise the shapes and highlights making the tone of the piece clear and readable. Even without all the details a human face really has the face still has its elements of realism and I'd like to recreate that.

Year 9, Narrative Subject: Art and Design

Episode 3



Experiments
Working Time- 7 Hours

Skills Used
Using a **range of materials, techniques and processes**, create a range of experiments which respond to artist's work. This will be of a high quality where research is done well.

Episode 4



Final Response
Working Time- 5 Hours

Skills Used
Using experiments completed, formulate sketches for a final response before creating this showing what you have learned about your successes with materials, techniques and processes.

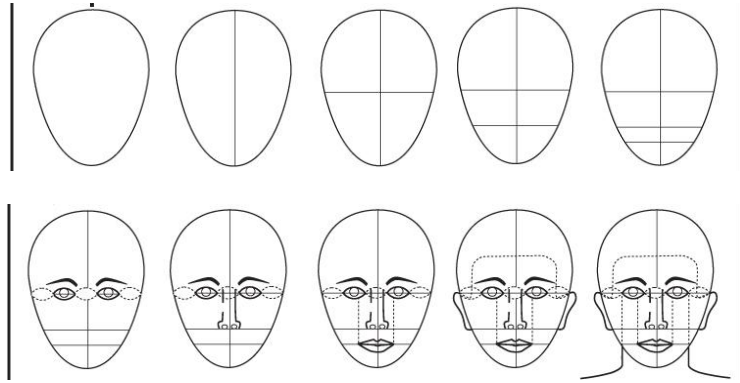
Episode 5



Final Presentation
Working Time- 1 Hour

Skills Used
Analysis of your use of materials, techniques and processes to form a **judgement**. The use of key vocabulary and technical terminology.
Knowledge of your own skills and understanding to help make a judgement about how to progress further in the future.

Episode 1



How do I draw the proportions of the face?

Use the step-by-step instructions above to draw out a face that is proportionally accurate.

Key Skill Practice

Episode 2

How do I create a mind-map for art?

Use the QR code to read a guide on how to create creative mind-maps to help you generate ideas. Try this in your own time for your current project.

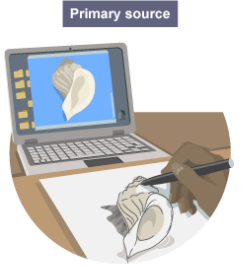
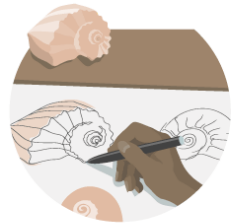


Key Skill Practice

Episode 2

How do I collect sources to work from?

Primary sources are those that you have in front of you while working, or that you have photographed yourself to use. If you use another person's photographs or images from the internet these are secondary sources. You should always reference other work when using it.



Practice collecting and photographing source materials you see around you.

Key Skill Practice

Year 9, Narrative Subject: Art and Design

Episode 3



How do I experiment with swatches?

Experimenting with materials, doesn't always mean you have to create fully realised pieces. Try using small rectangular sections to try out different materials, techniques and processes.

Key Skills Practice

Episode 4

How do I develop ideas for a final piece?

Based on the successes you have already had, sketch out the composition of what your final piece may look like. Use swatch style experiments to signpost what different sections will look like.



Key Skills Practice

Episode 5

Name:.....	Date:.....	Project:.....
End of project evaluation		
Describe your favourite piece of work in this project.		
Explain why:		
Describe your least favourite piece of work in this project.		
Explain why:		
Explain the skills you have learnt in this project.		
Describe how they have helped you.		
Describe the techniques and skills you want more practise on.		
Explain why:		
Explain how you improved your work after it had been marked.		
Describe an example:		
Describe how you can use the feedback from your teacher to help your next project.		
Overall NC level for..... project:		

How do I evaluate my work?

Evaluating your own work will help you determine where you are successful and how you can improve further.

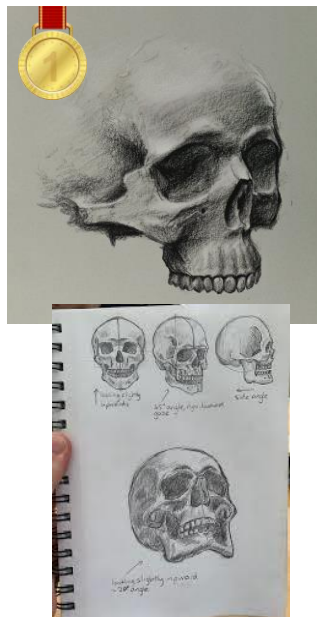
Describe your most and least successful pieces of work in this project. Explain why?

Explain the skills you have learnt.

Describe the techniques you need more practise with and why.

Key Skill Practice

Episode 1



Skull Drawing

Working Time- 1 Hour
Material(s) Used- **Pencil**

Skills Used

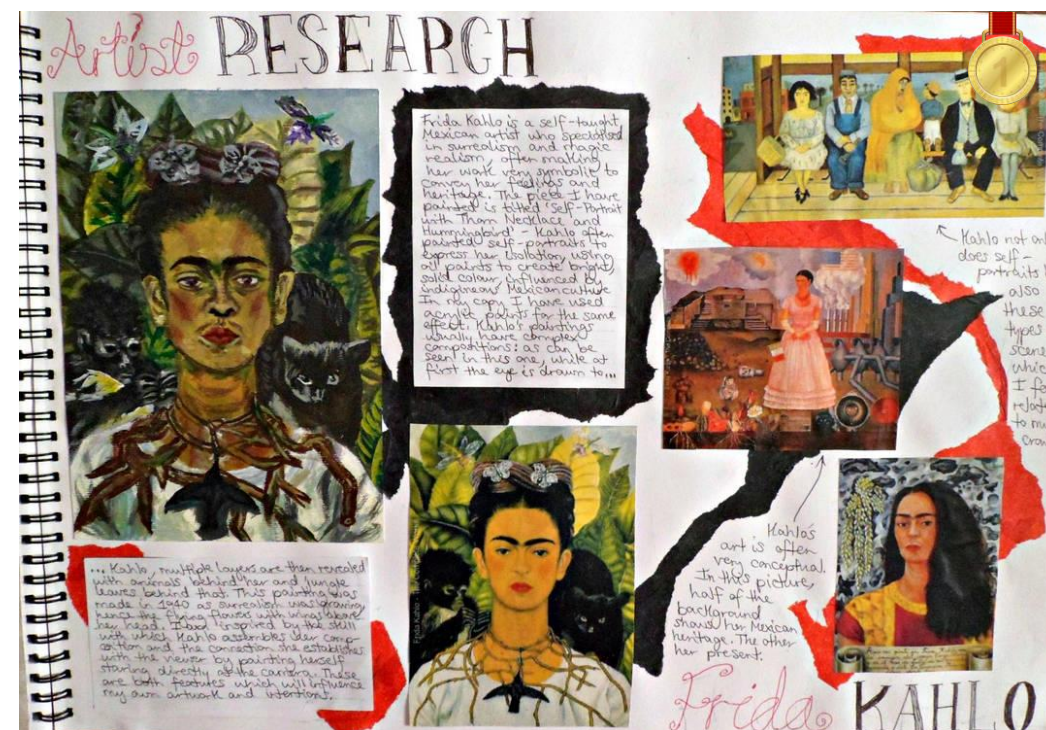
Observing the image from an unusual **viewpoint**. Accurately observing the **perspective** of the image to show the correct **angles** and direction of **lines and shapes**. Adding appropriate tonal gradient to show depth.

Episode 2

Mexican Art Research

Working Time:- 4 Hours

As part of this project research will be undertaken into **ancient** Mexican art through the study of the **Olmecs**. Understanding how art has developed and changed is an important part of this activity. Further exploration will be undertaken into the art of female artist, **Frida Kahlo** and the **symbolism** she used in her work. Finally, research will conclude with exploration into the celebration of **Day of the Dead**.



Year 9, Mexican Art Subject: Art and Design

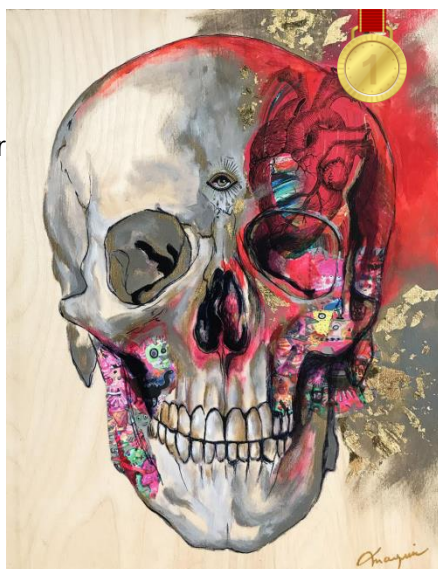
Episode 3

Skull Designs

Working Time- 7 hours
Material(s) Used-
Cardboard, Newspaper
Papier Mache.

Skills used

Using research into **Mexican Art** as an influence, develop at least three different designs for a **three-dimensional** skull. Consider the use of **symbolism and decoration**.



Episode 4

Three-dimensional skull

Working Time- 8 Hours
Material(s) Used-
Cardboard, Papier Mache

Skills Used

Using one of your drawings as inspiration, create a **three-dimensional** skull. Using trial and error will be important here as the correct techniques are found to gauge the **shape and form** needed.



Episode 5

Final Presentation

Working Time- 1 Hour

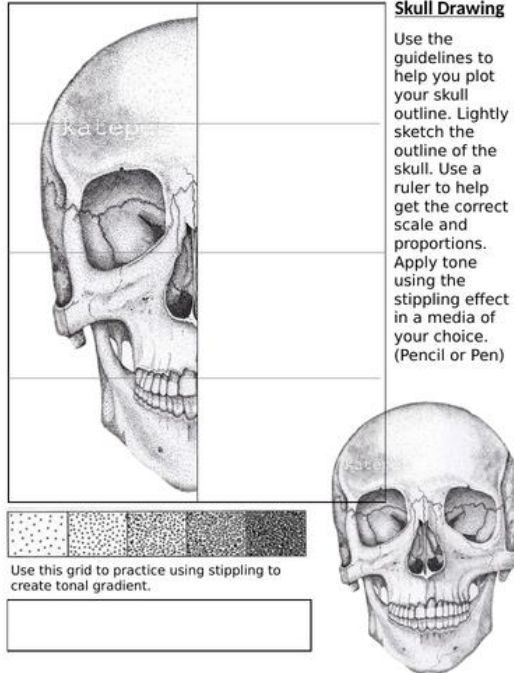


Skills Used

Analysis of your use of materials, techniques and processes to form a **judgement**. The use of key vocabulary and technical terminology.

Knowledge of your own skills and understanding to help make a judgement about how to progress further in the future.

Episode 1



Episode 2

Can I use the library to collect research?

Collecting research is an important part of generating ideas in art and design. With the advance in technology, it is really easy to depend on what we read on the internet, but the school library has a wealth of art books that can be used to collect information.

As part of developing key skills, visit the school library and find further information surrounding the Olmecs, Frida Kahlo and Day of the Dead that you can use in your work.

Key Skill Practice

1. Identify what you intend to research.
2. Choose the right art book
3. Examine the table of contents and Index.
4. Take detailed notes that are in your own words.
5. Analyse the pictures to help add to your research.
6. Cross-reference with other sources to make sure you have accurate information.
7. Review and reflect on what you have found.

TABLE OF CONTENTS

Your table of contents appears at the beginning of your book and is a simple summary of your book's contents

Your table of contents lists chapter headers, and can be broken down further into sub-headings or sections

Your table of contents is listed sequentially so it mirrors the order of the book, and shows your reader what order the chapters appear

AN INDEX

Your index is placed at the end, and is a detailed inventory of the topics your book references

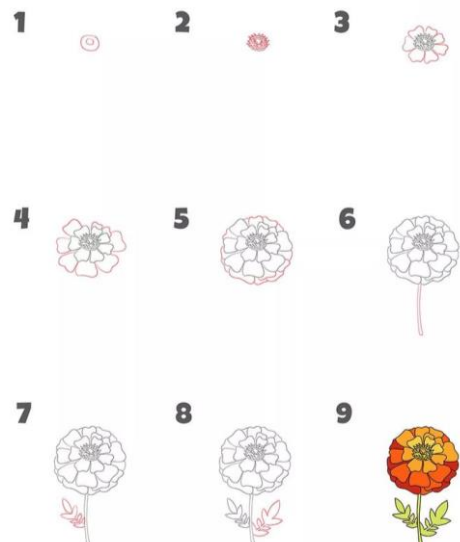
Your index lists different topics of key terms, and is an organized overview of the book's contents

Your index is listed alphabetically to make it easy for your readers to search by topic or key term

Year 9, Mexican Art Subject: Art and Design

Episode 3

HOW TO DRAW A MARIGOLD



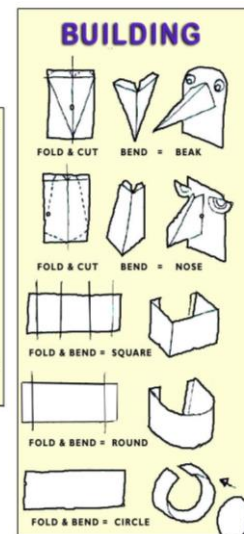
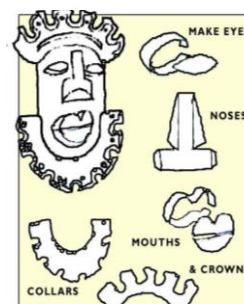
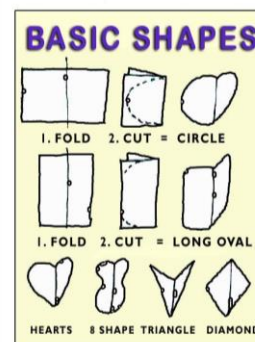
How do I draw a marigold?

Use the step-by-step to draw the flower used in the Day of the Dead celebration

Episode 4

How can I use paper to create sculpture?

Consider the guides below to help build your own paper sculpture.



Key Skill Practice

Episode 5

Name:..... Date:..... Project:.....

End of project evaluation

Describe your favourite piece of work in this project.
Explain why:

Describe your least favourite piece of work in this project.
Explain why:

Explain the skills you have learnt in this project.
Describe how they have helped you.

Describe the techniques and skills you want more practise on.
Explain why:

Explain how you improved your work after it had been marked.
Describe an example.

Describe how you can use the feedback from your teacher to help your next project.

Overall NC level for..... project:

How do I evaluate my work?

Evaluating your own work will help you determine where you are successful and how you can improve further.

Describe your most and least successful pieces of work in this project. Explain why?

Explain the skills you have learnt.

Describe the techniques you need more practise with and why.

Key Skill Practice