

AO1- Develop Ideas through investigation Demonstrating critical understanding of sources

- Development is about selecting ideas, visual elements, compositions and techniques from initial research and using them in a new way.
- It is important not to get too attached to your first idea
- If the work, you produce is not perfect this is important to keep. You must show visual decision making.
- Creativity is the most important part of this stage NOT perfectionism.
- Critical understanding: written pieces around your artwork that show your understanding, planning, problem solving, ideas to try later, reflect on artistic elements in your work and the work of others.

AO2- Refine your work by exploring ideas selecting and experimenting with appropriate media, materials, techniques and processes.

- Understand the properties of materials and how to use them
- This helps you to make effective choices
- Be open minded, don't fear the new things, if something is unsuccessful, you have still tried it.
- Choice of materials affects the style and outcome of your work
- Begin using materials you are familiar with in different ways
- Move to techniques you like doing but in different materials
- Experiment with materials which form a backgrounds and foregrounds
- Try different colours, shapes, textures and forms of background
- Copy an example of an artist's technique- how do they work?
- Record ALL your experiments both successful and unsuccessful

AO3- Record ideas, observations and insights relevant to work as it progresses

- Get in the habit of doing this now- it's like writing down what you would say to someone about your work or ideas.
- Explore the given theme with your first impressions a) drawings, sketches, photos or experiments with media/ b) collect images from varied sources like- magazines, Pinterest, Instagram, google, a book...
- Open mind. Do Not decide the project direction until you have tried experiments with techniques and image boards to narrow down your decisions.
- Sequencing (putting in order) your images and studies to show how your ideas progress.
- Use photography to record some subject matter but think about scale, framing and viewpoints.
- Relate the artists and designers you have researched, to the ideas that you are doing.
- Placing artist work next to yours and using annotation to show the connection works well.
- Use photo journal to document making a piece of work.
- Use layout or composition sketches
- Show all reviewing and development in your work.

AO4- Presenting a personal response

- Effectively presenting your project to show how you have developed and refined your work.
- Presenting all the ways that you have recorded what you have done.
- All your preparatory work heads to this point.
- Clearly link your final piece idea to the work you have done previously
- In must link to the work of your artist/designer somehow
- Finish all prep work before final piece
- Final piece MUST be different/more detailed to your prep piece
- All experiments completed means you control how the final piece goes.

'Development' means systematically working towards better artwork: trialling, refining and exploring compositional devices and technique, demonstrating to the examiners that you have gone through a learning process and arrived at a successful final piece.

Experimentation is what you use to do that with- it's like showing your working out in Maths.

Equipment

Fabrics and papers – any you want from tin foil to silk and newspaper to cotton/ baking parchment/

Tools- sewing machine/hand needles/ paint brushes/pipette/comb/Sponge/straw/twig/card/ string/ spatula/cutlery

Processes

Drawing- pencil, pen, oil pastel, chalk pastel, coloured pencil, watercolour pencil, biro, fine tip, stitch- machine or hand, wire molding, paper folding

8 painted techniques- Batik/silk painting/impasto/printing/marbling/collage/sgraffito/photoshop/glue

Sewn- Machine freehand/ seams/gathers/pleats/applique/quilting/couching/Hand embroidery / constructed textile/bonded/ woven

Manipulating-Twisting/ pulling/ fraying/sanding/tearing/layering/cutting through/exposing

Made-Felt, other bonded media, multiple techniques & multiple materials/ self-directed ideas/ 2D and 3D Elements/ neat finish