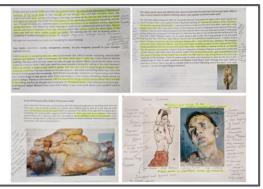
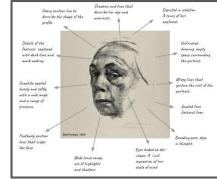
Assessment Objective One: Contextual Understanding

Develop ideas by looking at artists and designers show your understanding through your analysis and response.





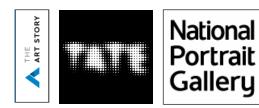






Find an article or interview from your chosen artist. Highlight and annotate key terms and important information.

To give your project a wider context you may want to include facts about your subject theme.



Complete a spider notation. Select **one** particular piece by your artist. Work through the formal elements and select those that are appropriate to your piece; for example: colour, tone, texture etc.

Annotate briefly around your chosen image commenting on all the important features.

Use the artistic vocabulary to help support your thoughts and show your understanding. Working in the style of other Artists allows us to understand their process and the work on a deeper level.

Allowing us time to notice the little details often overlooked and consider the artist's decisions. Bring everything together with an in depth research page.

You should include:

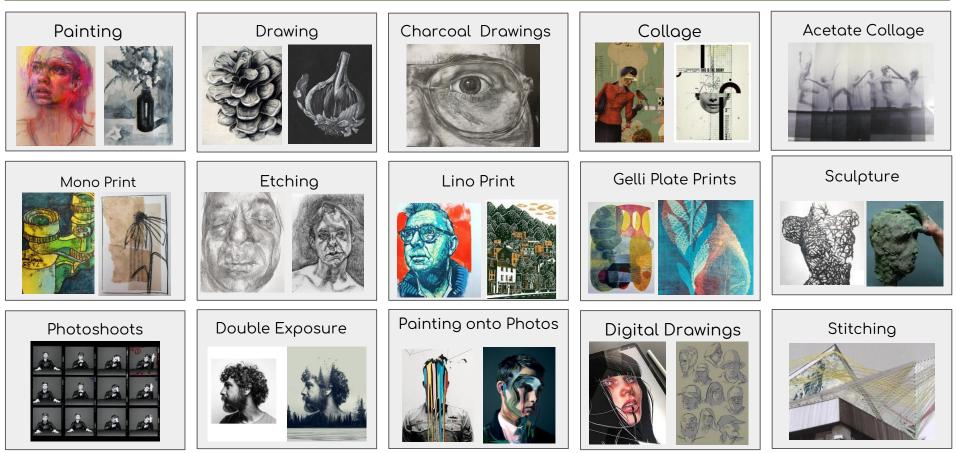
- Basic information about your artists (Where they are from etc.)
- In depth information about what has inspired them.
- In depth analysis on the piece of work you are most inspired by.
- A transcription of the work you are analysing.
- Other images of their work.
- How you will be inspired by them.
- A relevant quote.

You could include a compare and contrast between your artist inspirations.

Assessment Objective Two: Creative Making

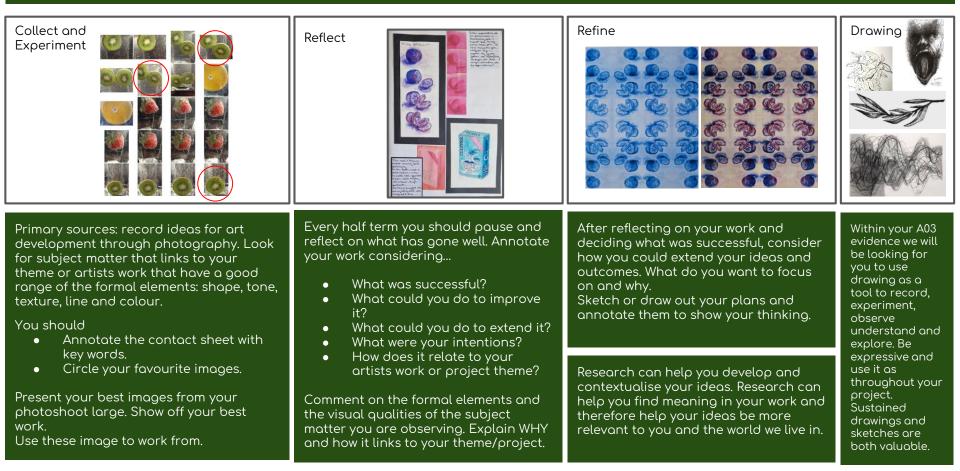
Refine work by exploring ideas, experimenting with appropriate media, materials, techniques and processes.





Assessment Objective Three: Reflective Recording

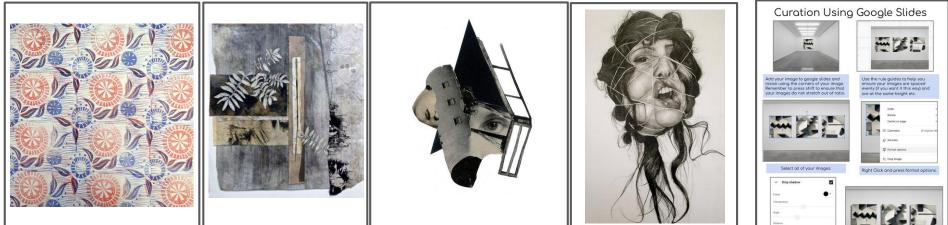
Record ideas, through your drawings, sketches, photographs, mind maps and annotations.



Assessment Objective Four: Personal Presentation

Present sustained work and make connections with your source material and relevant artists.





Throughout your project you will create a series of sustained outcomes. These outcomes will take longer to produce and should be ambitious. These outcomes will be in response to the journey of your project including your research, experiments and reflections.

Some examples may include:

- Sculptures •
- Digital or physical collages
- Sustained Drawings
- Sustained embroidery pieces. •
- Weaving

Sustained Outcome Planning: Include drawings and written plans for more sustained practical outcomes. Ensure you include artist influences.





gallery or a real life setting (such as a billboard or bus shelter) shows that you have an in depth understanding of how you would want your work to be seen by a viewer.