

# A01

25% DEVELOP  
EXPLORE  
ANNOTATE  
BEGIN TO LINK A  
THEME IMAGES  
TO YOUR CHOSEN ARTISTS WORK  
WRITTEN ANALYSIS  
LINK ARTISTS WORK TO  
IDEAS AND ARTWORK RESEARCH

Extension – Create a mini project containing only four pieces of work which meets each objective.

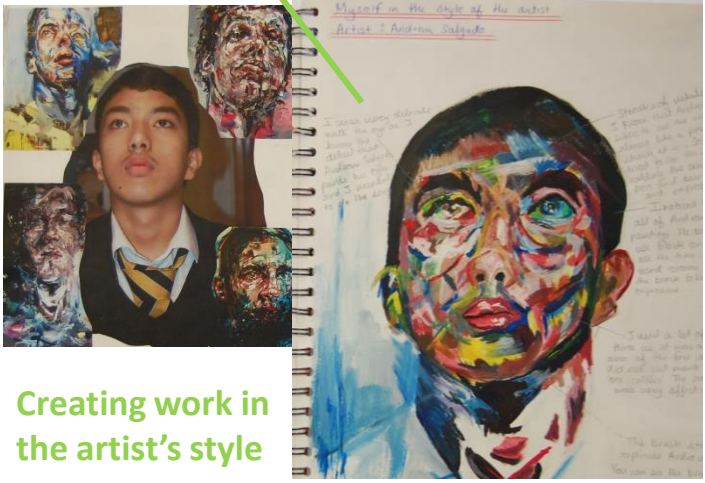


Exploring media and techniques  
Combining materials  
Learning from mistakes

# A02

25% EXPERIMENT  
WITH A  
DRAWING RANGE  
OF MEDIA  
TEXTILES  
MIXED MEDIA  
CLAY PHOTOGRAPHS  
OIL PASTEL WATERCOLOUR  
PEN AND INK

Final piece – A personal response to a theme



Creating work in the artist's style

Showing confidence and skill with selected materials

Transcription – making a copy of the artists work

Observational drawings showing accuracy, control and tone

## YEAR 9 KNOWLEDGE ORGANISER 2 GCSE OVERVIEW



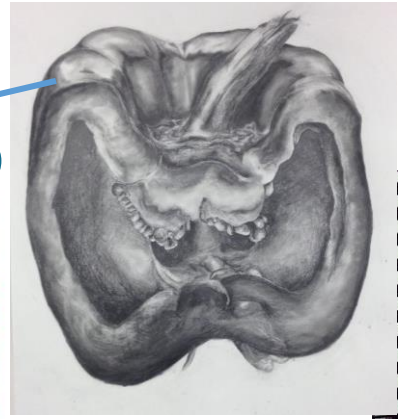
linking to earlier ideas



linking to Artist research

# A03

25% RECORD  
IDEAS  
IDEAS LINKING TO  
ARTISTS WORK  
ALL ARTWORK  
LINKING TOGETHER  
PLANS, DESIGNS  
IN A RANGE OF  
DIFFERENT MEDIA



Drawing for a purpose  
planning, sketching, designing



# A04

25% PRESENT  
FINAL  
MEANINGFUL  
INFORMED  
RESPONSE  
LINK BETWEEN  
VISUALS AND ARTISTS  
PRESENTATION RELEVANT

PIECE OF WORK  
SHOW UNDERSTANDING  
LINKS  
TO ARTISTS WORK

# Formal Elements of Art

The 7 basic formal elements below are the building blocks for all artworks. When we create artwork, we need to understand and apply these elements.



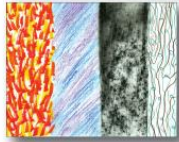
## Line

A mark made by a pointed tool such as a pen, brush or stick. A moving point.



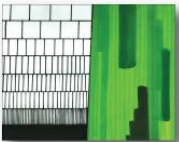
## Shape

A flat, enclosed area that has two dimensions, length and width. Artists use both geometric and organic shapes.



## Texture

Describes the feel of an actual surface. The surface quality of an object can be real or implied.



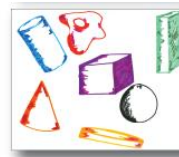
## Tone

Degrees of lightness or darkness. When one tonal range blends into another is called a gradation.



## Space

Is used to create the illusion of depth. Space can be two-dimensional, three-dimensional, negative and/or positive.



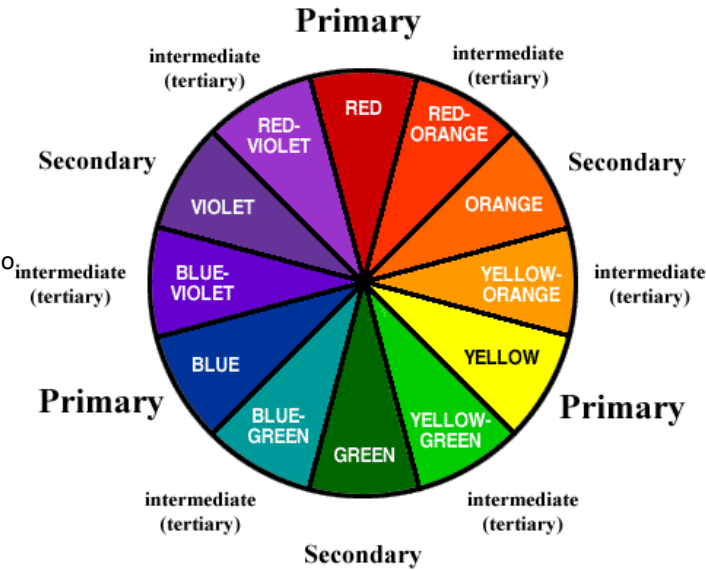
## Form

Objects that are three-dimensional having length, width and height. They can be viewed from many sides.



## Colour

There are three properties of colour: Hue (name), Value (shades and tints) and Intensity (brightness). Colour is created by light.



## Harmonious Colours

These colours are next to each other on the colour wheel. These colours blend well together and create balance.

## Complimentary Colours

Complimentary colours are opposite each other on the colour wheel. They do not blend together but will make each other stand out.

# YEAR 9 KNOWLEDGE ORGANISER 2



## Extend your knowledge by trying these tasks:

- Create an artwork focusing on one or two of the principles of design and the formal elements – repeat with the other principles/elements.
- Go to a gallery's website and analyse the artwork. Look at how the artists have used the principles of design and the formal elements.



## Unity

Visually pleasing agreement among the elements in a design. It is the feeling that everything in the work of art works together and looks like it fits.



## Rhythm

Regular repetition of or alternation in elements to create cohesiveness and interest.

# Principles of Design

The 7 principles of design below are techniques artists use to create a pleasing artwork. An artist will utilise one or more of these principles in an artwork.



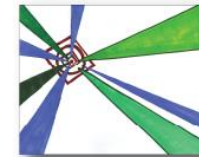
## Balance

A distribution of visual weight. Symmetrical balance use the same characteristics. Asymmetrical balance uses different but equally weighted features.



## Contrast

The arrangement of opposite elements (light vs dark, rough vs smooth, small vs large etc..) in a composition so as to create visual interest.



## Emphasis

Used to make certain parts of an artwork stand out. A centre of interest or focal point. The place where an artist draws your eye to first.



## Movement

How the eye moves through the composition; leading the attention of the viewer from one aspect of the work to another. Can create the illusion of action.



## Pattern

The repetition of specific visual elements such as a unit of shape or form. A method used to organise surfaces in a consistent regular manner.