Summer Independant Learning

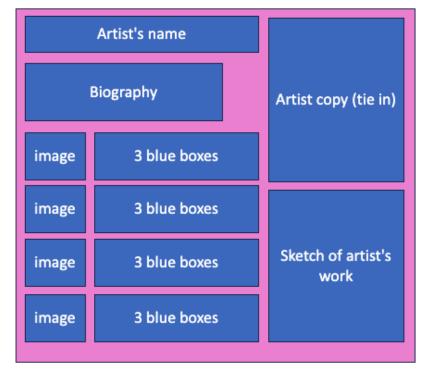
- Refine your project (assessment objectives below) - choose 1 thing to refine for each AO
- In-Depth Artist Research A01
- 4 observational drawings linking to artist AO3
- Sketchbook up to date SIL must be presented in sketchbook for when we return - Checklist on Teams

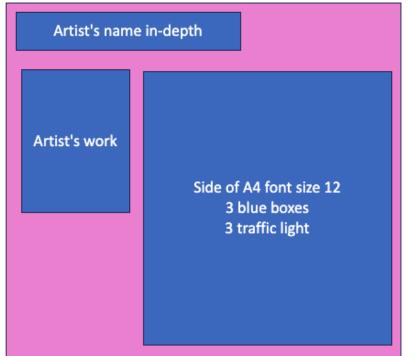


SIL: In-depth Artist Analysis

Choose another Artist you want to research in-depth

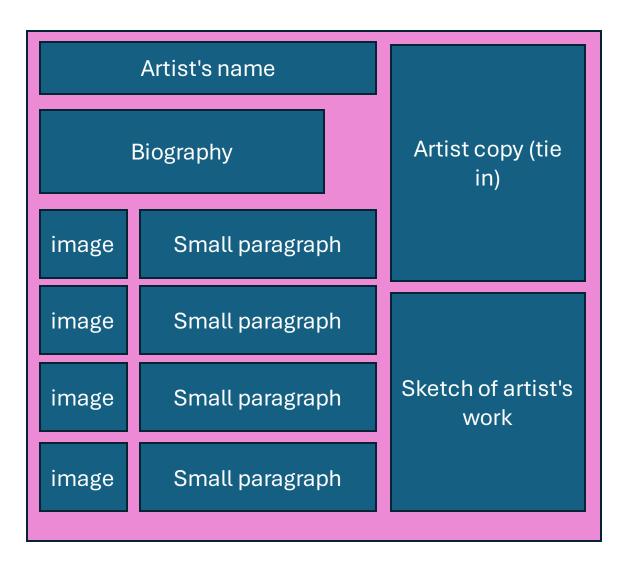
They must link to at least one of the following: theme, colour pallet, techniques, scale

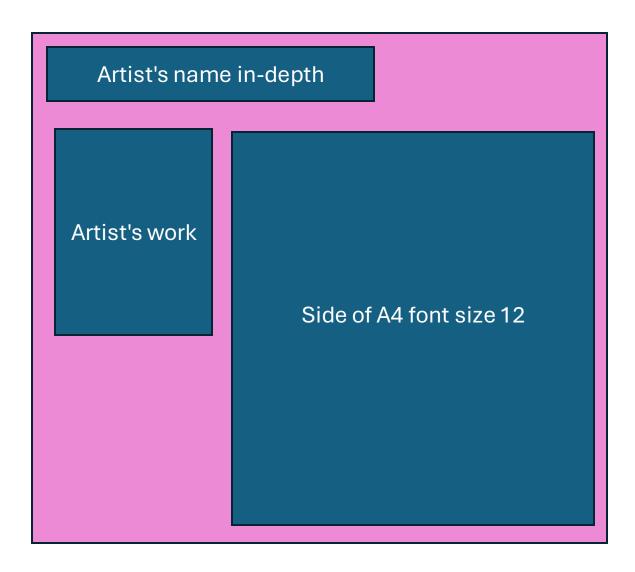






Artist Analysis Template





A01

Contextual understanding

Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding.

AO1 (25% of total mark)

Evidenced in:

What is Textiles?

Gallery Visit/s

Personal contexts

Artist research/analysis

Annotations

Evaluations

Choose from the following:

Find a poem, film or screenshot from film/ programme you have watched and add to planning page for each development- tie in.

Conduct a poll or questionnaire before each development and final piece on Instagram and screenshot the results.

Add warp winding and collaged colour studies to artist research and gallery visit pages.

Add a trip (London/Paris/Gallery) double page using our usual gallery visit template.

Visit a relevant exhibition/ museum/ watch a relevant film/ documentary and evidence in sketchbook.

A02 Sampling and experimentation

Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops.

AO2 (25% of total mark)

Evidenced in:

Artist copies/responses

Primary photographs & edits

Practical edits

Experimentation

Idea sketches

Quality idea sketches







Choose from the following:

Add at least one warp winding and colour study collage on each development planning page.

Conduct an extra photoshoot for primary sources for each dev and tie in (6 photo edits per dev piece).

Add 6 'inchie' samples to idea generation page (first one with photoshoot) and each dev planning page.

Add warp windings to initial idea gen page with photoshoot.

Select 3-5 samples from your book and conduct a detailed observational drawing in pen and ink/ watercolour.

Print 3 of your primary photos A5 from each photoshoot onto acetate and machine stitch into- tie in to idea gen pages.

Add a digital visualisation on a gallery wall or in an interiors space, or on a mannequin before or after each development piece using close ups of samples to show range.

A03 Record Ideas

Record ideas, observations and insights relevant to intentions, reflecting on work and progress

AO3 (25% of total mark)

Evidenced in:

Mood boards

Drawing: quick idea sketches/quality idea drawings

Photography

Idea Generation/Planning pages

Annotaation

Reflection and review

Choose from the following:

Add mini mood boards to each dev idea gen page.

Add mini mind map to each dev idea gen page.

Add small handwritten reflections next to smaller samples throughout book: What went well, even better if.

Add 3 A6 Sketches from gallery visits and primary photographs in biro, fine liner, ink and wash.

Annotate articles, book pages, screenshots from films etc and tie in before each development.

Ask for peer feedback what went well, even better if on each dev and record as a small paragraph tied in with evaluations.

If your idea has changed add in a paragraph explaining why before the point in your book it starts to change.

A04Final outcomes and presentation

Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.

AO4 (25% of total mark)

Evidenced in:

Final outcome/s
Presentation of Final outcome

Choose from the following:

Consider re photographing your Dev in a different way e.g. outdoors, in the booth, in the studio with projections etc.

Add digital mock ups before/ after each dev in different scenarios such as gallery spaces etc.

Present final piece progress diaries- a double page per week with small fabric samples and any leftovers.

Photograph all devs together in studio to show journey.

Go back and improve each development piece by adding fine detail e.g. Machine stitch, hand stitch techniques, expander paint, beading to reach the top marks.

Ask Emily/Lucy to print primary photographs off large scale (up to A1) to photograph as extra development pieces.