



DRAW

What is your ART and DESIGN education giving you?

- LEARNING TO SEE
- LEARNING TO EXPERIMENT
- CREATIVE THINKING
- EXPRESSING IDEAS
- EVALUATING
- BECOMING SKILLED
- KNOWING ABOUT ART

Core knowledge

Imagination- the action of forming new ideas, or images or concepts

Perspective

Line

Texture

Pattern

Shape

Tone

Horizontal- a line that appears to proceed from left to right

Composition- the placement or arrangement of visual elements in a work of art.

Vertical- a straight line that goes up and down.

Sketch- A rough drawing or painting, often made to assist in making a more finished picture.

Drop Everything and Draw (D.E.A.D) and homework

These are regularly set and assessed over the year to help develop observational drawing skills and to emphasize the importance of continually drawing to improve.

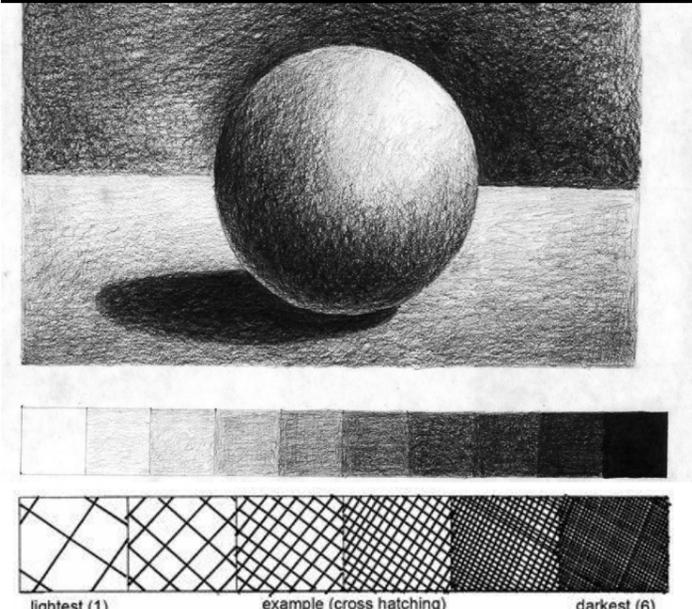
DRAWING HOMEWORKS

1. A shoe.
2. A view from a window.
3. A set of cutlery.



Shading- depicting depth perception in 3D drawings by varying levels of darkness. (tone)

SHAPE / FORM / TONE



Responding to art - Looking, thinking and talking about Art helps us become better artists. What do you think when looking at Art?

Looking quickly...

- **Look**- Describe what you can see
- **Think**- What do you think is happening in the picture?
- **Understand**- What would it feel like to be a one of the people in this picture/ be inside this picture?

A closer look...

Describe the work. What words would you use?

Do you like the work? Why? Why not?

What detail do you notice, looking carefully?

Does it have a **mood, meaning or message**?

What would you ask the artist?

You as an artist...

- What is going well? What could you improve?



MARK MAKING

- More key vocabulary
- **Observation**- To notice through carefully looking directly at something.
 - **Initial**- Existing or occurring at the beginning.
 - **Perseverance**- Continue in a course of action even in the face of difficulty.
 - **Accurate**- Exact, correct, precise.
 - **Refine**- Make minor changes so as to improve or clarify (a theory or method).
 - **Develop**- To grow, unfold or elaborate (to become more detailed, or reveal more).
 - **Perspective**- The art of representing 3D objects on a 2D surface to give the illusion of depth and distance. Using the rules of perspective makes objects look 3D.
 - **Tone**- The lightness or darkness of something – this could be a shade, or how dark or light a colour appears.
 - **Texture**- Texture is how something feels. The feel, appearance, or consistency of a surface or substance.

Marking & Feedback.

Record the activity and marking codes for your drawing work in the table below.

Activity:	Achievement Code	Improvement Code

Make sure you are looking at the marking codes you are getting for each piece of work, focus on your areas for improvement. You should not receive the same improvement code more than twice during the school year.

Drawing achievement codes	
A	The shape and proportion is well planned and observed.
B	Good use of space on the page.
C	You have used a good variety of lines.
D	You have looked carefully at what you are doing.
E	You have used a good variety of tones.
F	Your tone is neat and even.
G	You have shown a good range of textures.
H	You have put a lot of time and effort into this.
I	You have shown good 3D form.
J	Beautifully presented work.
K	Plenty of detail included
L	This is refined well
M	You have started this well
I	Try this again- you can do better
Drawing improvement codes	
1	Plan the drawing using lighter lines to begin with, adapt it slowly
2	Work bigger and include more detail.
3	Vary the pressure you use to create different lines.
4	Look more carefully.
5	Use a greater range of tones, both very dark and very light.
6	Apply tone more neatly and evenly.
7	Show more texture.
8	Spend longer and persevere.
9	Make shapes look more 3D- ask your teacher HOW?
10	Take more pride in the presentation of your work.
11	Keep your pencil sharp for a more defined finish.
12	Keep adding further detail (think tone and texture)
13	Don't press on too hard, avoid heavy outline.
14	Try using directional shading.
15	Refine the drawing- go back to improve areas before it's finished
16	Look more carefully at the shape and proportion- get it accurate

Key terms

- **Line**
- **Mark making**
- **Shape**
- **Tone**
- **Texture and pattern**
- **Pencil pressure**
- **Cross hatch / linear shading**
- **Composition**
- **Space / negative space**
- **3D form**
- **1 and 2 point perspective**
- **Depth, foreground, background**
- **Imagination**
- **Observation**

