

# This checklist has been designed to support the development of in-depth, personal, and meaningful designs/final pieces

**Green- shows informed and meaningful personal response**

**Purple- demonstrates intentions and shows that designs are being developed and refined**

**Black- evidences critical and analytical understanding and that the pupils are demonstrating intentions**

<p><b>Wider cultural research</b></p>	<p>Research such as newspaper or magazine articles, film clips, music, literature, historical, social or cultural events which link to the theme.</p>	<p>You find relevant research from a range of different sources including going to galleries and taking your own photos, photocopying and print-screening news stories, headlines etc. that link to your theme.</p>	<p>You don't use many sources and you repeatedly use the same, or inappropriate, source material. E.G. You only take basic snap shots, you don't plan the lay out or background.</p>
<p><b>Primary imagery responses</b></p>	<p>Using artists and cultural research to plan out your own photos.  E.G You have researched childhood obesity and paintings of the sea. You take a photo of rubbish and sweets and junk foods along the shore line with a child making a sand castle next to it.</p>	<p>Experiment with taking photos in the style of the Artists and create scenes inspired by your cultural research.  E.G Get a few people to act out a still frame of a scene. Consider where objects are placed, where and how you want the light to feature in the piece and what you want to include in the background (plain white sheet, countryside, domestic setting).</p>	<p>Basic snap shots which aren't planned don't link to Artists or to the theme very clearly and don't show enough detail.</p>
<p><b>Primary photo analysis</b></p>	<p>Discussing the strengths and weaknesses of the photos in relation to the skills and links, the Artists' own work and what you were planning to do.</p>	<p>Clearly communicate what is working well and why, how you need to improve (be specific, give examples) and explain how this links to Artists, research, own ideas and experiments.</p>	<p>Discussing the strengths and weaknesses of the primary photos in relation to the skills and links, the Artists' own work and what you were planning to do.</p>

<p><b>Personal response combination</b></p>	<p>Creating a combination piece from your new primary imagery. Experimenting with creating larger, smaller or cropped compositions (whichever is most appropriate) and trying out new materials.</p>	<p>You have planned and completed the primary photo task and chosen which colours, materials and scale would show your chosen meaning even more clearly.</p> <p>I.E If the subject is painted/edited with very vivid florescent colours, this could show that the subject is being affected by industry and technology; un natural additives in food; that the subject is heightened, inspired or energetic.</p>	<p>Your primary photo wasn't a planned scene so it doesn't show a meaning which makes choosing the appropriate colours and scale very difficult.</p>
<p><b>Mind map for design ideas</b></p>	<p>A diagram of connotations(thoughts, associations, ideas) linking to your research and experimentation so far, coming up with a range of ideas for how this could be combined in a creative, original way that links to your theme and could be developed in to a final piece.</p>	<p>Be broad and creative minded. Think about opposites; how you could use a play on words; consider which objects, colours or senses link to the theme.</p> <p>Having a strong message or meaning behind your design will show a personal response and deeper understanding – this could be linked to cultural research and skills/techniques used by the artists you have investigated.</p>	<p>Just thinking of obvious ideas and not exploring very many options, ideas don't link or show any meaning or connection to research.</p>
<p><b>Initial design ideas</b></p>	<p>Sketched out line drawings of different designs for possible final pieces.</p> <p>EG a couple of the designs could link to ideas discussed above.</p> <p>Another design could be of a still life of flowers and fruit on a table, some of the flowers and fruit are normal, others are wilted or beginning to rot. Leaves and parts of the vase and surfaces are made of manmade food packaging.</p>	<p>You have spent a good amount of time thinking about different designs and have taken a range of photos which show parts of the scene.</p> <p>Your initial designs are accurate line drawings and you have labelled them to explain what colours and materials you would like to experiment with and why, as well as listing how big you would like it to be.</p> <p>We can see how you have been inspired by your research.</p>	<p>You haven't done enough research or thought about what your art piece means so you find it difficult to come up with different ideas. Your design ideas are very basic and are not from primary imagery. Your design ideas don't seem to link.</p>

<p><b>Mixed media design idea</b></p>	<p>You mix a range of different media so you can see what works or doesn't work together and why. You can do this in one big piece or in several cropped smaller pieces.  This will help you to choose materials more carefully.</p>	<p>You think about your meaning and test out what kinds of marks and effects different materials and processes make, before you add them to your piece. You shortlist materials to use together for a specific reason.  E.G. I have used an ink wash and then stick and ink as well as collage and a little bit of acrylic so I can show watery textures like the sea, some jagged rough textures like rocks and I have added higher detail with acrylic.</p>	<p>You are too worried about it not looking right, or you don't spend enough time planning or focusing so the piece isn't detailed or refined.</p>
<p><b>Analysis of design ideas</b></p>	<p>See 'Analysis of primary photo'</p>	<p>See 'Analysis of primary photo'</p>	<p>See 'Analysis of primary photo'</p>
<p><b>Media development</b></p>	<p>Experiment with using new materials, techniques or processes in your designs E.G instead of using orange and yellow paint, like the artist does, you use yellow and orange paper to collage part of the piece and then draw or paint over it to show you are being more creative and changing it slightly.</p>	<p>You think carefully about the materials that you want to use and link this in with your meaning E.G you are exploring un natural foods so you use packaging to collage a background, use ketchup or coffee to paint with, or exaggerate the colours so they look florescent and un natural.</p>	<p>The same design is repeated in a range of media. Random media is chosen, media experiments don't improve designs, detail or the meaning of the piece.</p>
<p><b>Detailed design ideas (A4+)</b></p>	<p>Select a minimum of two design ideas and draw or paint them in high detail.</p>	<p>The design ideas show clear evidence of your best skills, accuracy in observation, creative interpretation and links and they are an appropriate size, enabling them to be highly detailed.</p>	<p>Design ideas are very basic and not planned. They are all very similar and don't show much creativity or use of your own ideas. They don't connect to research or your own photography.</p>
<p><b>Cropped, refinement, studies</b></p>	<p>Zooming in and drawing or painting a small section of an art piece to try to show clear improvement of detail and skill.</p>	<p>Following an analysis of an art piece you have created, you select a part of the piece that you want to change, improve, or add more detail to. You do this successfully by zooming in to a specific section and using very high quality imagery to work from so you can achieve your target.</p>	<p>The cropped section isn't detailed, or big enough to show improvement in skills, detail or meaning. It doesn't show that previous targets for improvement have been met</p>
<p><b>Analysis of design ideas</b></p>	<p>See 'Analysis of primary photo'</p>	<p>See 'Analysis of primary photo'</p>	<p>See 'Analysis of primary photo'</p>

<b>Select and refine final design</b>	A final design is the most successful design idea which you intend to develop for your final piece. Improve this on a large scale (A3 minimum but preferably larger)	Highly detailed, clear links to sketchbook work, research, and experiments, showing progression of skills and understanding.	Final design is too small, doesn't show progression or improvement in lay out, detail and links, from initial designs
<b>Analysis strengths, and targets</b>	See 'Analysis of primary photo'	See 'Analysis of primary photo'	See 'Analysis of primary photo'
<b>Final piece practice</b>	A practice of the final piece so you can test the materials, detail, composition etc. in order to make final adjustments	This should be using the materials, imagery and detail you want in your final piece so you can check if it works and plan for subtle improvements	The piece doesn't show improvement in skill, links or meaning and doesn't use materials that you want to use in your final piece
<b>Final piece</b>	A large piece of work which sums up the research, experimentation and development of skills and understanding throughout the project	Show links to the research and experiments you have done and clearly demonstrate that you have acted on targets from the practice piece. Show your best skills and detail, work from high quality primary photos. Final piece should be ambitious and a highly refined 'finale' of your project.	Too small, obvious ideas, repetitive (it hasn't changed or improved), it doesn't link to research or theme clearly and it doesn't show your best detail, accuracy or skill.