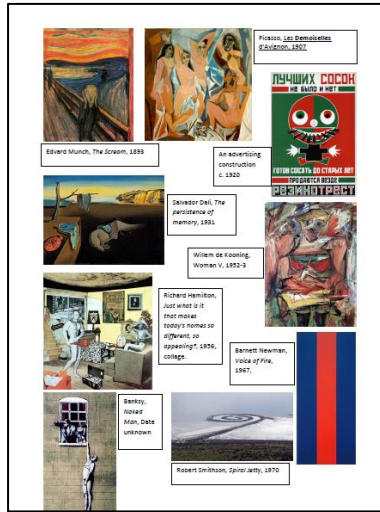


Summer Research Tasks

Unit 1 Art & Design in Context



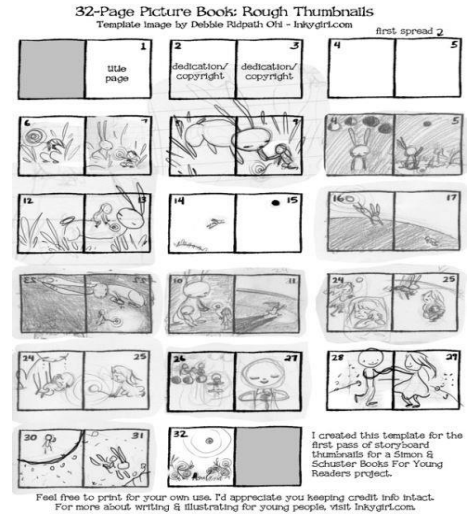
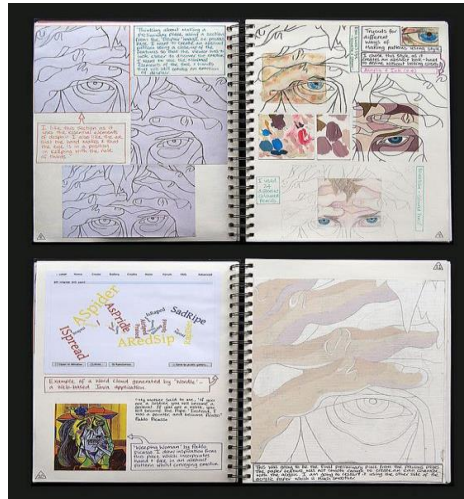
Tasks:

1. Read through Unit 1, Art Design in Context brief. Develop a mind map on the brief and its requirements.
2. Use books, magazines, the internet, Instagram, Pinterest etc. to explore art in context and art & design history.
3. What is your main area of interest in visual art & design?
 - Research your own area of interest.
 - Consider how it links to a theme, style, art movement, culture, or period/decade.
 - Select a range of artists or designers from the area.
 - Add your findings and imagery to a document. Include notes, interpretation, and analysis.

Independent Project

Unit 1. Art and Design in Context

OCR Level 3 Cambridge Technicals in Art and Design



Images: Leila Rudge - Planning and idea development. Student development work. Patchwork Loewe, Diverse People by [Konstantinos Pappas](#), Jo Smith; weaving

Art in Context. Independent Project

To help you understand Art history and Art & Design in context you are being asked to produce an independent project. You will consider the key trends, movements, and events in context of a chosen area of art and design, and how these have affected the development of artists and designers.

This unit will be split into 3 areas; 1. Timeline, 2. Research and Investigation 3. Design, realisation, and evaluation.

Issue Date	Week commencing 6 th September 2021
Midpoint assessment	Week commencing 4 th October 2021
Submission Date	Week commencing 15 th November 2021

Scenario

What makes you passionate about Art & Design? Are you interested in sculpture, painting, digital art, textiles? This unit of study is all about art & design in context, by completing this unit, you will understand key trends, movements, and events in the context of a **chosen art or design discipline** and identify areas of **personal interest**. You will develop your skills in interpretation and analysis. You will have the opportunity to investigate artists and/or designers and use this to develop an idea for a personal piece of creative work. You will produce and review a final outcome, influenced by an artist or designer of your choice.

Brief

This unit is delivered in 3 projects

Project 1. Timeline

The first part of your Independent Project will include the development of a timeline and study of several key art movements. You will relate the art movements to your chosen area of study. The timeline will be for a chosen area of personal interest in Art & Design.

Project 2. Research and Investigation

The second part of your Independent Project will include study of a selected movement, style, period, culture or theme of personal interest to you.

You will investigate the work of artists or designers from this selected area.

Your investigation will help you identify one artist or designer of particular interest and then carry out a practical investigation into their work.

Project 3. Design, Realisation and Evaluation

The third part of your Independent Project will include the development of an idea influenced by the work of another artist or designer as well as the final construction and evaluation of your creative piece.

Progression and Development

	Skills	Knowledge	Behaviours
Unit 1 Art & Design in Context	<p>To develop an Independent project, using self-initiated research and design development</p> <p>Produce a timeline that relates artists, craftspeople, designers for a chosen area of study to movements, styles, and events.</p> <p>Design development</p> <p>Be able to develop an idea influenced by the work of another artist or designer</p> <p>Use creative thinking strategies such as mood boards, The SCAMPER method technique for critical thinking and Reverse Mind-Mapping for divergent thinking.</p> <p>Research. Produce annotated studies to investigate the work of artists or designers from a chosen area of study.</p>	<p>Understand the work of artists or designers within a movement, style, period, culture or theme.</p> <p>Understand the purpose of a timeline and how historical events provide context to art movements.</p> <p>To demonstrate knowledge of contemporary fine Art practice</p> <p>To consider and use the influence of artist practitioners. With self-directed and supported study.</p> <p>Carry out a practical investigation into one of the artists or designers studied, producing 2D or 3D samples of work in their style.</p> <p>Utilise creative training techniques for design development, problem solving, testing, and sampling.</p> <p>Understand the work and context in history of artists or designers within a movement, style, period, culture or theme, practical investigation, and research: Fauvism, Cubism, Dada, Surrealism, Abstract Expressionism, Pop Art.</p> <p>Interpretation, critical and visual analysis.</p>	<p>To develop communication and confidence in critical and visual analysis.</p> <p>To be able to present ideas in a professional way to a group of peers and gather and record information.</p> <p>To be able to research independently and use research to develop and influence practice and ideas.</p> <p>To use a sketchbook to record processes ideas and development of a fine art textile project.</p> <p>To be able to evaluate own work against a set objective.</p> <p>To plan production and design to a timed framework.</p> <p>Self-regulation</p> <p>Working to a brief within a set timeframe</p> <p>Consider creative strengths and development areas of own and peer's work.</p> <p>Be able to review their final outcome in comparison to the work of the artist or designer that most influenced them.</p>

Project 3 Independent Project Task List:

Learning outcome	Tasks.	Assessment Criteria	Complete? Evidence on Page no:
1: Understand the work of artists or designers within a movement, style, period, culture or theme	<p>Produce a timeline that relates to your chosen area of study and show how it has evolved.</p> <p>Identify relevant key trends and events on your timeline. Include key: Inventions, developments, historical events, Designers, Artists, Styles & Techniques, Art Movements.</p>	Pass 1	
	<p>Investigate a range of Art and Design Movements and styles. Produce practical research with personal interpretation and analysis.</p>	Pass 2 Merit 1	
	<p>Choose a movement, style, period, culture or theme of personal interest.</p> <p>Produce annotated studies to show how your selected movement, period, culture or theme developed over time.</p> <p>Consider how it linked to: a range of art movements, styles and cultures, how it has been shaped by events and history</p>		
	<p>Produce annotated studies (1 page per artist) to investigate the work of artists or designers from your chosen area of study</p>		
	<p>Narrow your study down to 1 artist or designer.</p> <p>Produce at least 2 2D or 3D samples of work <u>in the style</u> of the chosen artist or designer.</p>	Pass 3	
Be able to develop an idea influenced by the work of another artist or designer	<p>Develop 6 initial thumbnail ideas for a final piece <u>influenced by the artist or designed investigated</u>.</p>	Pass 4	
	<p>Add at least 5 pages of design development ideas.</p> <p>Consider variations and opportunities to use a number of materials, concepts and developments. Add samples, photographs, test pieces and combinations to your sketchbook alongside annotation and evaluation.</p> <p>Create a final design board / page.</p>	Merit 2	
	<p>Produce an original outcome. Ensure that the final piece is skilfully finished by developing a quality control sheet.</p> <p>Record the development of the final piece in photography / screen shots or sketches.</p>	Pass 5 Merit 3 Distinction 1	
Be able to review their final outcome in comparison to the work of the artist or designer that most influenced them	<p>Review and evaluate your outcome, comparing it to the work of the artist or designer that most influenced you.</p> <p>Add an image of your final piece to the sketch book and an image of the work of your selected Artist or Designer. Compare similarities and differences in bullet points.</p>	Pass 6	

Assessment Criteria addressed in this project is highlighted below

Learning Outcome (LO)	Pass	Merit	Distinction
Understand the work of artists or designers within a movement, style, period, culture or theme	P1 Learners produce a time line that relates artists, craftspeople, designers for a chosen area of study to movements, styles, and events. Learners identify relevant key trends and movements		
	P2 Learners choose a movement, style, period, culture or theme of personal interest from their timeline. They use annotated studies to investigate the work of selected artists or designers from their chosen area of personal interest.	M1 Learners' annotated studies demonstrate a clear understanding of how themes, ideas, thinking and practice progress over time through movements, styles and cultures, and are influenced by events	
	P3 Learners carry out a competent practical investigation into one of the artists or designers they have studied, producing 2D or 3D samples of work in their style		
2 Be able to develop an idea influenced by the work of another artist or designer	P4 Learners develop an idea for a new piece of personal creative work, influenced by the artist or designer investigated	M2 Learners use their exploration into the work of their chosen artist or designer to influence the development of an original, imaginative and thoughtful idea	
3 Be able to produce a final outcome influenced by the work of another artist or designer	P5 Learners produce a competent final outcome, sample, model or maquette, influenced by the artist or designer investigated	M3 Learners demonstrate proficient skills in producing a successful final work. The work produced is generally of a good quality	D1 Learners produce original final work. The work produced is skilfully finished, generally of a high quality and reflects a thorough understanding of art and design in context
4 Be able to review their final outcome in comparison to the work of the artist or designer that most influenced them	P6 Learners review their final outcome, sample, model or maquette produced, comparing it to the work of the artist or designer that most influenced them		

General Information for Learners

Q *Do I have to pass this assignment?*

A Yes. This unit contributes to the achievement of the full qualification.

Q *What help will I get?*

A Your tutor will support you when completing the OCR Cambridge Technical model assignment and will make sure that you know what resources/facilities you need and are allowed to use.

Q *What if I don't understand something?*

A It is your responsibility to read the assignment carefully and make sure you understand what you need to do and what you should hand in. If you are not sure, check with your tutor.

Q *Can I copy other people's work?*

A No. The work that you produce must be your own work and you will be asked to sign a declaration to say that the work is your own. You should never copy the work of other learners or allow others to copy your work. Any information that you use from other sources, e.g. books, newspapers, professional journals, the Internet, must be clearly identified and not presented as your own work.

Q *Can I work in a group?*

A Yes. However, if you work in a group at any stage you must still produce work that shows your individual contribution.

Q *When I have finished, what do I need to hand in?*

A You need to hand in the work that you have completed for each task. Do not include any draft work or handouts unless these are asked for. When you hand in your work make sure that it is labelled, titled and in the correct order for assessing.

Q *How will my work be assessed?*

A Your work will be marked by an assessor in your centre. The assessor will mark the work using the assessment and grading criteria.

Art & Design Basic Equipment List

'The Essential Kit'

The following list contains the basic materials you will need for the course. Please see it as an investment for your study: you need the right tools for the right job. Buy good quality where possible, as it will last if you look after it, and ensure that it is named before you start.

- Paper Scissors
- Water colour tray
- Memory Stick
- Variety of Pencils from 8B to 2HB / Sharpener / Rubber / Ruler (steel)
- Pritt Stick and masking tape
- Fine Liner set and black sharpie
- Craft Knife (must have a retractable blade)
- Set of fine paint brushes
- Pack of Pro-marker illustration pens
- Set of brush tip pens
- Colouring pencils
- At least 3 sketchbooks – A3 size with a soft cover and quality paper (At least 150GSM) Can be purchased in college for £2.
- Pastels
- Water colour paper / pad
- Small toolbox or large pencil case
- A3 Portfolio or carry folder
- Pinterest account