

Independent learning tasks for Art. Y9

Please find below additional tasks that you can explore this term in order to develop your skills in Art.

You can complete these at any time to boost your levels but also to challenge yourself and explore different techniques you may not get the chance to explore in lessons.

1. Digital manipulations of images

Using Adobe Photo shop (if you have it) or a free editing software like pixlr.com or picmonkey edit your photos. You could do this for the still life, portraiture or landscape section of your project. Think about different ways you could fragment or distort the photos. Try and layer more than one technique to make the outcome more interesting and complex. Print off your results on glossy paper if you can. If you are stuck for ideas look on Meden's Pinterest page or look for an artist to be inspired by like you did with Lucas Simoes in lessons, then you can do a research page to go with your outcomes. This will not only boost marks for AO2 but for AO1 too.

2. Research, respond to and produce an analysis on a relevant artist of your choice.

Produce a written analysis on an artist of your choice. This could be for the still life, portraiture or landscape part of your project. Don't forget to add in your own thoughts and opinions for higher marks. Consider how to present this work to make it more interesting. Then produce a piece of artwork inspired by this artist. You can use your choice of materials. You don't have to look on the internet to find an artist, try the books in the art room or look in the school library.

3. Visiting a gallery or museum

Visit a gallery or museum to look at original pieces of art work. If you can while you are there collect leaflets, take photos and do drawings. Produce a presentation on your visit explaining what you saw, what you liked best etc. Some local galleries include the Harley Gallery at Dukeries, Rufford Abbey, and Thorsby gallery.

4. Sculpture

Look at the work of Naum Gabo and produce a card sculpture in the style of his work. You can look at objects (cubism), portraiture or landscape/ architecture for this. Think how you could decorate or cover the card sections before assembling them. Photograph your outcome to go into your sketchbook. Research and produce a written analysis of Naum Gabo's work to support your own outcome.

Extension: Instead of card can you think of other materials you could make a sculpture out of such as wood or card. Be inventive and try to produce a second original piece. Compare both your outcomes in your annotation.