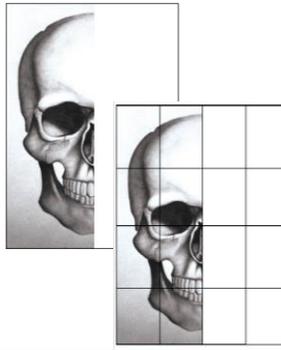


Recording from Observation

Primary source observational drawing:
Drawing from something real in front of you

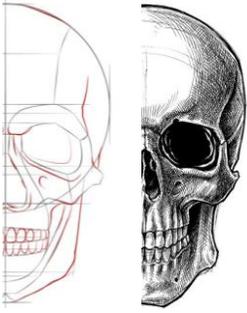
Secondary Source Drawing:
Drawing from an image / photograph



Sketching Out:

When starting a drawing proportioning is very important. To gain accurate **proportioning** you can:

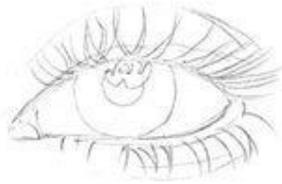
- Use a grid to help you break an image down into smaller sections.
- Break complex objects down into simple shapes and add detail and refine.



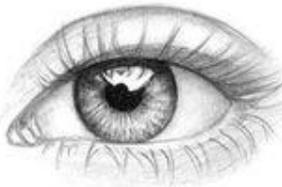
Making something look 3D (solid / giving it form / depth)

In drawing and painting we want to make things appear solid / 3 dimensional when they are not. We do this by adding **TONE / SHADING**. When Shading we need to think about the following things:

- How much pressure we use. If we press on harder we get darker tones. Less pressure and we have light tones.
- Which pencil we use, different grades of pencil create lighter and darker tones.
- The direction we shade in. We can use directional shading. Shading with the form of the object to help make it seem more solid.
- Adding shadows will also help to make objects appear more 3D / solid.



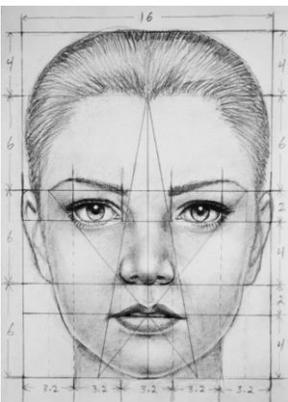
2 mins



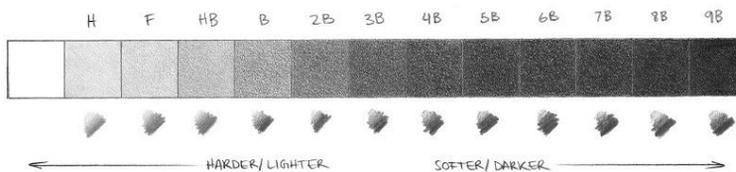
20 mins



45 mins



Grades of Pencils

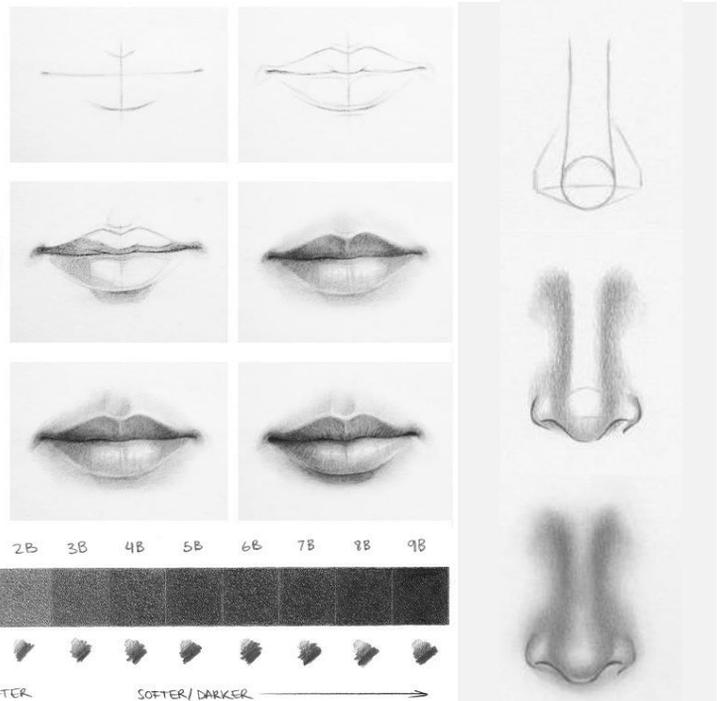


KS3 Year 9 Art & Design Knowledge Organizer

(Visual Recording: **Drawing** / Painting)

Key Word / Visual Elements Recording from observation

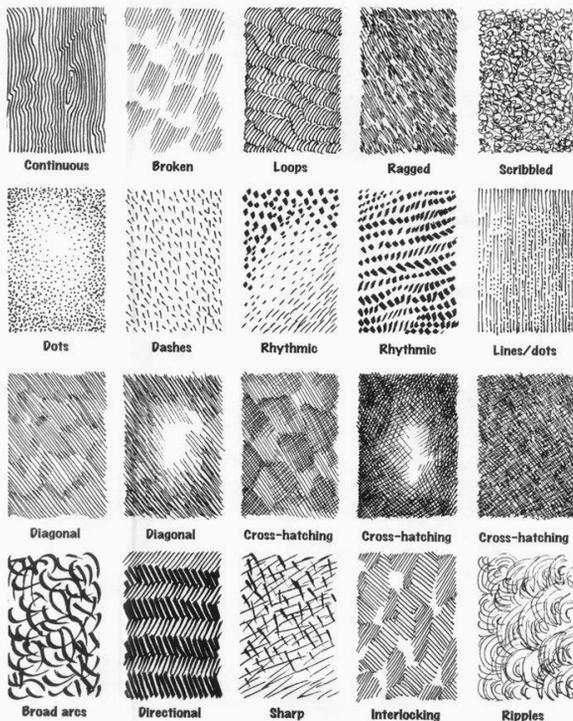
Viewfinder	A window to select focus area for a drawing
Composition	The position and layout of shapes / objects on the page
Line	Defines the shape, the edges of something. Can be thick, thin, continuous or broken
Shape	The outline of the object / Thing you're drawing
Form	Appearing 3 dimensional / solid / having depth
Pattern	A repeated shape or line
Texture	The feel or appearance of a surface, how rough or smooth it is
Scale	The different sizes of shapes
Proportion	The size and shape of one object in comparison to another
Tone	The lightness or darkness of a colour
Directional shading	Shading in a particular direction to make something appear solid
Mark making	Using different techniques to capture textures. i.e. stippling, scribbling hatching
Hatching / Cross Hatching	Shading with parallel lines closer or further away from each other to achieve different tones



Try different mark-making methods

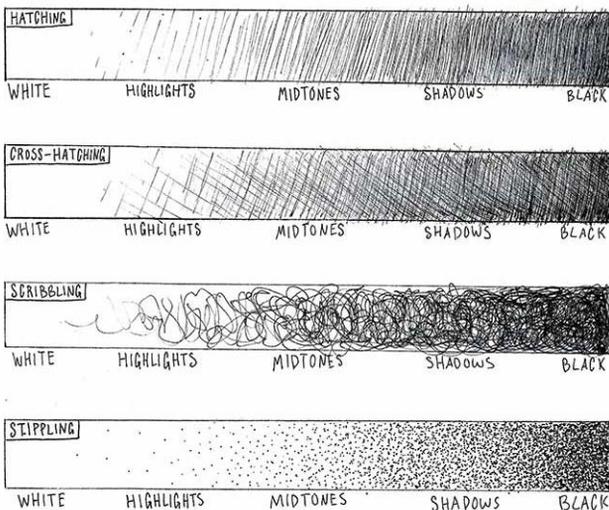
There are plenty of sketching techniques to help you achieve different styles and effects. It's important to experiment and find what works best for you, to not only complement but enhance your style.

Line and linear drawing



Vary your lines

Not all lines are equal. Subtle shifts in the width and darkness of your lines will create a dynamic, visually interesting drawing. Controlling the kind of mark you put down can be tricky in the beginning, but with practice you will be able to create a variety of marks that work together to make a cohesive image.



Increase the amount of marks you use. Consider the closeness of your marks and experiment from light to dark.

KS3 Year 9 Art & Design

Knowledge Organizer

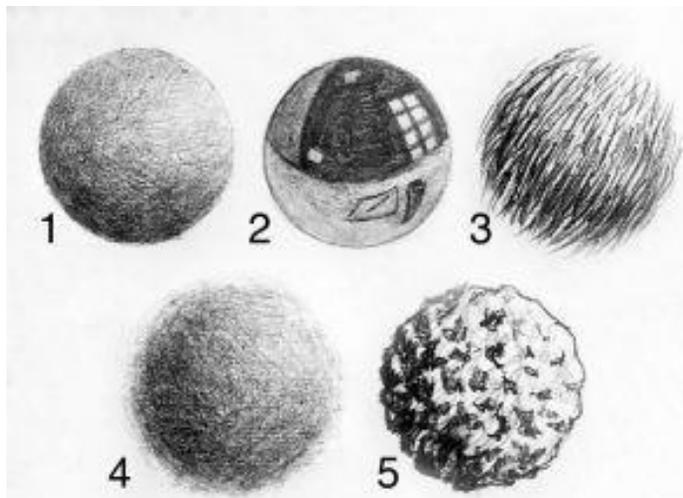
(Visual Recording: **Drawing** / Painting)

Key Words: Visual Elements / Recording from observation

Mark Making Using different techniques to capture textures. i.e. stippling, scribbling hatching.

Hatching / Cross Hatching Shading with parallel lines closer or further way from each other to achieve different tones.

Volume The representation of mass in an artwork. The three dimensional form of an object or shape is said to have volume.



Take control of your pencil

If you position your hand closer to the end of the pencil, you have more control and precision, but heavier strokes (darker markings).

Gripping further up the pencil will give you less control and precision, but lighter strokes (lighter markings).



The type of surface and the amount of texture determines the amount of light that is reflected off the surface.



Create contrast

Contrast helps direct the viewer's eye within a sketch. When people talk about contrast they're usually referring to a difference in value, where light and dark areas are juxtaposed.

COLOUR THEORY

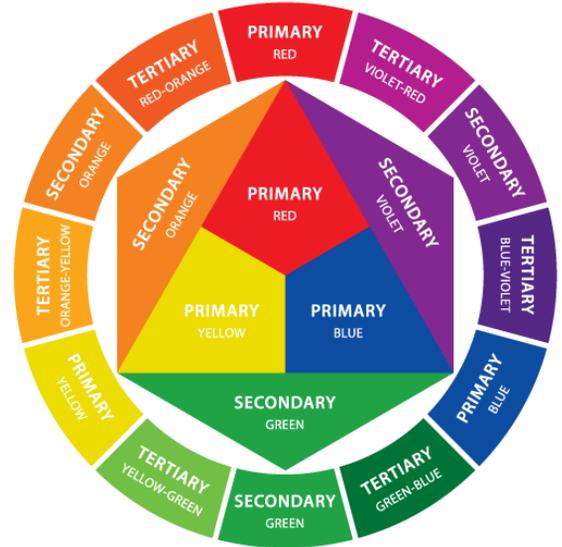
KS3 Year 9 Art & Design Knowledge Organizer

(Visual Recording: Drawing / Painting / Colour pencil)

Key Word / Visual Elements Recording from observation	
Primary Colours	Red Blue and Yellow. These colours can be used to mix all other colours.
Secondary Colours	Orange, Green and Violet. These are mixed from the primary colours.
Tertiary Colours	These are mixed by combining a primary colour with a secondary colour and mix tints. Subtle variations on the other colours.
Complimentary colours	These are colours opposite each other on the colour wheel and stand out against each other.
Blending	This is when we mix two colours together with pencil crayon or oil pastel to make another colour.
Transition	Slowly fading one colour into another.
Pastel colours	These are softer shades or paler tones.
Vivid	These are bright bold colours.
Saturation	Saturation describes how rich or bright a colour is. Vivid colours are saturated.
Tone	How dark or light shading is.
Cool colours	These are blues, greens and purples. These colours recede in a picture.
Warm colours	These are red, yellow and orange. These colours come forward in a picture
Loading the brush	This is how much paint you have on your brush. Too much and it's difficult to control. Always test

Colour Wheel:
 You can mix all other colours from the 3 Primary colours. RED, YELLOW and BLUE

- 2 primary colours mix a secondary colour.
- A secondary and primary colour mix tertiary colours
- You can use the colour wheel to help figure out which colours make which.



COLOUR schemes

A colour scheme is a set of colours used for a work of art.



Monochromatic:

One hue plus its tints and shades



Analogous:

A limited range of hues that are adjacent on the colour wheel plus the tints and shades and varied saturations of all the hues.



Blending in pencil crayon:

When blending colours in pencil crayon the theory is the same as in paint. You still use the colour wheel in the same way.

- If you want to make purple mix blue with red
- With pencil crayon instead of mixing the colour before you apply it you blend them together on the page



Blending in pencil crayon continued:

- For the best results build the colour up slowly mixing gradually alternating between the two colours



Oil Pastel Techniques



Working in Water colour:

First mix your colour. Add water to your paint tablet and work the surface to mix the paint.

- Using your paint lid as a Pallet add the 2 colours together
- More water will make a lighter paler colour. Adding water dilutes the paint. Making it thinner.
- Less water makes the colour denser and richer
- Always test your colour before you apply it to the page
- Before you apply paint to the page wipe it on paper so you test how much paint is on the brush. If you have too much the brush is loaded and you won't be able to control the paint.

KS3 Year 9 Art & Design Knowledge Organizer

(Media Experiments: **Printing**)

Key Words / Print Making

Poly file	These are polystyrene tiles we print from you press into the surface using a pen or pencil to create areas of relief.
Mono Print	This is technique where you role ink out onto a surface, then blot cover in paper and draw onto. The ink transfers on to the paper.
Roller / Brayer	These are used to roll ink out ready for printing.
Relief	This describes a surface used for printing. The raised points will print and lower areas will not.
Block printing ink	This is the type of ink used for any type of printing process that involves a block, plate or tile.
Tacky	Ink must have a tacky consistency before printing. You can tell if it's ready when the roller sticks to it as you pull it away.
Transfer	This is the process of transferring the image from a block onto paper using pressure.
Registration	This is when you make a print of more than one colour have to make sure the poly tile lines up exactly with the previous print.

Poly file printing:

Follow these steps to make a Poly Tile print.

- Prepare your file. You do this by using a pen or pencil to draw a design into your tile. More you press down on the tile and the deeper the indent the better. The areas you press down will not print.
- Put a small amount of ink (size of 20 pence piece) on a smooth surface. Using your roller / brayer roll out the ink horizontally and vertically. Keep doing this until the ink goes tacky and you can feel roller stick as you try to pull it away.
- When you are happy roll the ink out onto your tile. Make sure the whole surface is covered. The bits where you have pressed down will stay white.



Poly tile printing continued:

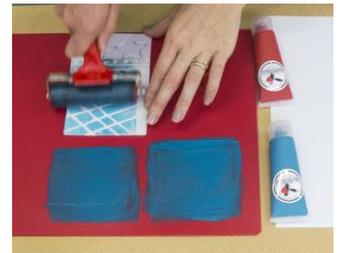
- Place your roller on the desk using the stand so that the inked surface faces up.
- Pick up your tile and carefully place ink / face down onto your paper. Rub the back of the tile firmly until your print transfers clearly.
- Slowly peel the paper off one corner first checking it has transferred before fully removing it. If it hasn't keep rubbing it.



- If performing a multiple colour print wash your tile and dry. Remove any more areas from your tile before reprinting.
- Repeat the inking steps and place the tile back on the paper. Take care to make sure it lines up with your print from before. This called registration.

Success Criteria

1. A good even coverage of ink
2. A clear design or drawing
3. An exciting or skillful design that is well thought out
4. If it's a pattern it may repeat to form a larger pattern
5. If it has more than one colour these line up well (exact registration)



CLAY

Vocabulary

Here are some words that are helpful to know when you are making art with clay:

SLAB
A **SLAB** is a flat "pancake" of clay made with your hands or a rolling pin.

COIL
A **COIL** is a long, thin rope of clay made by rolling with your hands. Try to make it an even thickness.

POT
A **POT** is made by pinching a sphere of clay.

KILN
The **KILN** is a special oven that gets super-hot, to turn clay into **CERAMIC**.

SCORE
Joining wet clay is done by **SCORING**, or roughly scratching, and adding liquid clay - called **SLIP**. This seals the pieces together.

SLIP

GLAZE
is painted on and fired until it's glassy.

CERAMIC
is the word for fired clay.

Pottery
is a ceramic container, like a mug.

3D work / Clay:

Clay is a common material / art media used for producing 3D work. The illustration to the side features some key terms for techniques and equipment you will have to learn when working with clay. It's important to understand this vocabulary so that you can communicate affectively about what you are doing.

- You may be asked to revise and learn these words and what they mean.
- Communication is really important when discussing our work and when asking for help



Collage 2D media:

Collage is another form of 2D media widely used in art for communicating ideas. Collage is when an artist cuts out pieces of paper, photographs, and fabric and then arranges and sticks them down on paper

- This is a technique you will often use in the presentation of your artists research
- Collage is all about composition. This is where we think about how different elements fit together on a page. It's a step towards graphic design where designers design web pages, magazines, adverts and packaging thinking how they position text and images together on a page.
- A gain you may be asked to learn and remember some of the terms in the diagram to the right.



COLLAGE

SUPPLIES:

- scissors
- glue stick or liquid GLUE
- paper
- Scraps: newspaper, magazine, gift wrap, fabric, etc.

Vocab:

- positive shape
- negative shape
- organic shape
- geometric shape

overlap

TECHNIQUES

- choose a subject matter → realistic or abstract
- remember to use a wide **Variety** of shapes, sizes, colors, and patterns.
- mix positive, negative, geometric and organic shapes - **FILL THE PAGE!**
- try tearing the papers to create **TEXTURE**
- overlap** shapes to create a little space.
- arrange the composition **before** gluing.

Artists Analysis:

We write about artists so that we can better understand the world of art and so that we learn from what others have done.

Key Word / Artists Analysis

Movement	A style of Art. This when a group of artists produce work in a way that is similar to each other.
Media	This describes the materials the artist has used to create their work. This can be very important.
Contemporary	This is an artists that is still producing work today.
Annotation	The written aspect of your artist research.
layering	Slightly over lapping images/ text when presenting your artist research.
Line	When describing how an artist has used line you may say that it is bold, thick, heavy or fine.
Tone	Artists might use a subtle range of tones that is limited and pale or a dramatic range of tone that is strong and contrasting.
Shape	These could be organic, curvaceous, geometric, or angular.
scale	This can be really important to the feel of an artwork if its small it might be intimate and delicate. If it's large it might be monumental or imposing.
Colour	Colour can be bold, vibrant, subtle, pale, vivid, earthy, naturalistic, exaggerated, or saturated.
Saturation	Refers to the brightness of colour.
Symetry	To be equal on both sides. Asymmetrical – unequal proportions.
Depth	The illusion of space / solidity.
Focal Point	The spot that stands out in the artwork.



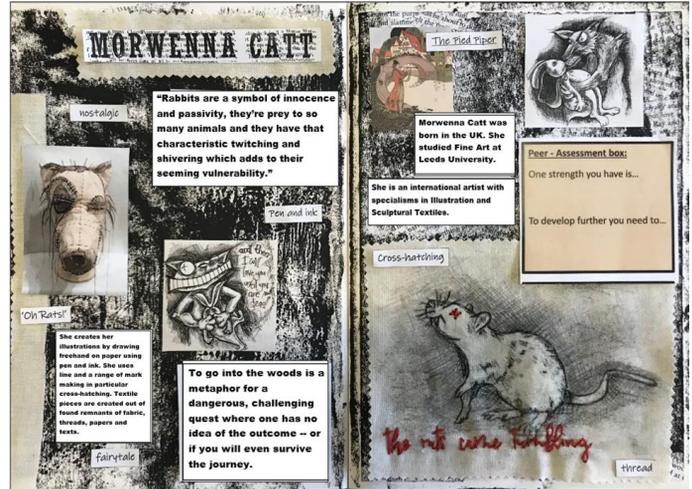
Be careful to cut and stick anything down neatly and straight this will improve the overall appearance of your work.



KS3 Year 9 Art & Design

Knowledge Organizer

(Artists Analysis: **Sketchbook pages**)



When talking about artists work it's important to...

- Describe the appearance of the work. Use of colour, range of tone the way it has been arranged on the page etc...
- How it's been made. What material and why? Sometimes the materials are really important. For example: If a thing has been made of metal it might be because the artist wants it to appear strong and solid.
- Is the art work telling a story. What is it? Describe in detail. Don't be afraid to use imaginative language.
- Try to be descriptive and use interesting vocabulary. Art is about a passion and love for something. This should come across in your written work.
- Write in full sentences and use good spelling and grammar if you want to be understood.
- Review and read back your work before you decide you are happy with it. Make sure you understand it. If you don't nobody else will.
- They key words on this page should help you to write about artists work. This is called subject specific vocabulary. You will have other words on the other pages of your knowledge organizer that might be useful as well. Make sure you use them in the correct way.

Presentation is important:

How we present work can demonstrate understanding of the art work. We present our analysis in a way that is appropriate / inspired by the artists work. We can do this by...

- Using similar colours
- Using similar textures
- Using a font that reflects the look of the work.

Make sure you include:

- A title (artists name / in an appropriate font)
- Some examples of the artists work
- A copy of the artists work or something inspired by / in the same style as the artist.



Art Careers

Graphic Design

- Advertising Director
- Logo / Branding Designer
- Advertisement Designer
- Sign Writer
- Magazine Layout Designer
- Book / ebook Designer
- Packaging Designer
- Calendar / Stationery / Wallpaper Designer
- Typographer

3D Product Design

- Industrial Designer / Bridge Designer
- Toy Designer / Kite Designer / Utensil Designer
- Miniature Model Maker / Mock-up Artist
- Stained Glass Window Designer
- Prop Designer
- Food Product Designer
- Potter / Ceramic Designer
- Wood Turner / Carver
- Mosaic Designer
- Jeweller
- Weaver
- Glass Artist

Writing / Analytical

- Art Curriculum Writer
- Art Historian
- Art Critic
- Arts Administrator
- Arts and Cultural Planner
- Website Owner/ Blogger
- Graphic Novel Author

Arranging / Display

- Food Stylist
- Floral Arranger
- Display and Exhibition Planner
- Art / Design / Color Consultant
- Gallery Owner / Assistant
- Museum Curator
- Personal Stylist
- Picture Framer
- Online Curator

Organism / People Management

- Art School Director
- Primary / Elementary Art Teacher
- Middle / High School Art Teacher
- University Lecturer / Professor
- Private Art Instructor
- Art Therapist
- Art Dealer
- Artist Agent

Fine Art

- Airbrush Artist / Spray Painter
- Architectural Illustrator
- Book Illustrator
- Graphic Illustrator
- Technical / Textbook Illustrator
- Story Board Illustrator
- Cartoonist / Caricaturist
- Commercial Artist
- Fine Artist (Painter)
- Printmaker / Screen Printer
- Courtroom Artist
- Special Effects Makeup
- Mural Artist
- Tattoo Artist

Photography

- Advertising Photographer
- Fashion Photographer
- Photo Journalist
- Food Photographer
- Portrait Photographer
- Underwater Photographer
- Wedding Photographer
- Stock Photo Seller
- Director of Photography

Fashion / Textiles

- Fibre Artist
- Accessory Designer (Shoes / Bags / Hats)
- Dressmaker
- Embroider
- Fashion Designer / Sports Apparel Designer
- Fashion Merchandising
- Pattern Maker
- Costume Designer
- Quilt / Rug / Linen Designer
- Fabric / Textile Designer

Digital / Multi-Media

- Animator
- Concept Artist
- Digital Illustrator
- Digital 3D modeler
- Web Designer
- iPhone / Android App Designer
- Television / Film Producer
- Documentary Filmmaker
- Camera Operator
- Film Editor
- Special Effects Designer
- Video Game Design
- YouTube Video Creator

Spatial Design

- Architect
- Landscape Architect
- Urban Designer / Town Planner
- Playground / Theme Park / Sports Arena / Golf Course Designer
- Interior Designer / Decorator
- Set / Stage Design

Any Other Career

Art can be great preparation for any career that requires fine motor skills, presentation skills, an eye for aesthetics and creative thinking!