

Y9 - Petri Dish Challenge

G. Wider Thinking www.bbc.co.uk/schools/gcsebitesize/art www.artcyclopedia.com

A. Key Processes

Needle Felting	the process of interlocking wool fibres by stabbing it with a barbed needle . The barbs catch the scales on the fibre and cause them to tangle and bind together.
embroidery	decorating fabrics using a needle and thread,
Freehand Machine embroidery	Decorating a fabric using a freehand machine foot attachment on the sewing machine.
couching	threads or other materials are laid across the surface of the ground fabric and fastened in place with small stitches of the same or a different thread.
Texture	This is to do with the surface quality of something, the way something feels or looks like it feels. Actual texture really exists, so you can feel it or touch it, Visual texture is created using marks to represent actual texture.
Personal Response	Your interpretation of an artist's work through drawing, painting or sewing a textile process.
Media	The materials and methods used to produce a piece of art or design.
Composition	How the elements of the work are put together.
Annotation	Key information alongside your work. A record of your experiences, thoughts and emotions connected to an image.
Refinement	Developing and modifying to improve and adapt your work. Not just repeating using a different media.

D. Stretch & Challenge

- Can you mix and match different textile processes?
- Can you find your own process to learn and use?
- Don't just describe in your annotation. Tell me what I can't see - your thoughts, opinion and intentions.

B. Steps to success

Artist Links (AO1): You need to be able to produce your own research and look at work by both past and contemporary artists, craftworkers and designers to inspire you. You should try different materials and techniques to copy all or part of the artists work showing you have analysed their style visually. If their work is bright and colourful your work and media should reflect their style. This is called 'Personal Response'.

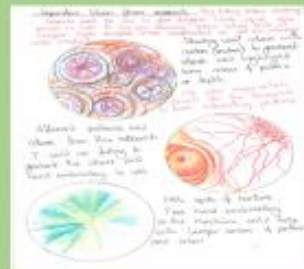
Experimenting & exploring different techniques (AO2): You need to explore your ideas using any media, or combination of media that you like, reviewing, modifying and refining your work as it progresses. Demonstrate how creative and versatile you are showing a growing range and depth of skill with different techniques.

Observational recording (AO3): You can use any media to record what you see. The key is to focus on control, accuracy and neatness with whatever you are using. Think carefully about the composition and show that you can use both primary and secondary sources aiming for quality not quantity. You can show your intentions through design drawings.

Final outcome (AO4): You need to present a personal response that shows strong links to the artists you have looked at draws together AO1,2 and 3 in an original way. The work should be unique to you showing what you have learned and the skills you have gained.

F. Expert modelling example

AO1: Artist Links



AO2: Experimenting



AO3: Observation and development



AO4: Final outcome



C. The big picture

A unit of work is a 'package' of work produced in response to a single starting point. To be successful you need to show evidence of:

- Planning
- Keeping written and visual records
- Research
- Produce experiments and exploration studies
- Safe working practice with techniques
- Review, modify, develop and improve your work
- Finalising your ideas
- Presenting a final outcome or outcomes.

E. Existing similar examples

