

**ART:**  
**50 things you should know..**

Sketchbooks should contain:

- 1: Written detail about your ideas, thought, learning and progress
- 2: Any image added should be quantified with an explanation why they are there.
- 3: Key Vocabulary should be used in your writing
- 4: You should show experimentation in media this can be printing, Lino or etching, drawing, painting and photography
- 5: Your work should have a message behind it.
- 6: Your work should be in a distinctive style
- 7: You can look at more than one style but your development of ideas should reflect the style used in your final piece.
- 8: Mood board show a starting point and give direction to your work
- 9: Spider diagrams demonstrate the range of your creative thinking
- 10: A Statement of intent is the outline for your project and will help you to organise your own planning.
- 11: Artist research should be based on the style and content of the work
- 12: You need to voice what you think about the composition and style of the work, this is more interesting and personal than biographical information.
- 13: You should produce a range of pastiches which demonstrate your understanding and learning.
- 14: Investigation is the most important part of your sketchbook.
- 15: Research a theme using the internet and your own work.
- 16: Rough sketches are fine and often work best at getting over ideas
- 17: Don't rip out any pages, even if you think they are rubbish they are all worth marks and show DEVELOPMENT
- 18: Research something you are passionate about and can access easily
- 19: Don't base a project on something you find hard to do or access.
- 20: Produce a range of compositions and then examine each individual element before moving on.
- 21: Set a personal goal every week and make sure you achieve it.
- 22: Try drawing something a number of times this shows development and experimentation
- 23: Try doing the above and rendering in different media.
- 24: Look for inspiration on PINTEREST
- 25: Look at what your friends are doing and ask for their advice and opinion.
- 26: When you think you are finished spend additional 5 minutes on it you will be surprised at the improvement in your work.
- 27: Use ICT to help you develop your ideas
- 28: Try a range of colour combinations to see how this effects the viewer.
- 29: Primary source images are really important make sure your work contains some.
- 30: Present all your images as thumbnails and evaluate the process you undertook.
- 31: Produce drawings from these
- 32: Produce carnage of timed drawings start at 1 minute/ then 2/ then 5/ then 10 and finally
30. What have you learned through this process.
- 33: Produce at least to final designs and make sure they are finished to a high standard
- 34: Evaluate these and chose your best.
- 35: Produce a practice final piece before you undertake the exam so that you are confident when you go in.

Things to remember:

- 36: If you don't believe you can do it you normally won't. Picture the grade you want to get and go for it.
- 37: Always make sure your pencil is sharp when drawing or shading
- 38: Strong contrast in colours or tone is always a good thing.
- 39: A good artist always takes their time but also remains focused
- 40: Ask if you need help, your teacher will never say no.
- 41: Ask other teachers for their help we are all specialists in different areas.
- 42: Come in to art at lunchtime to get additional help and to ease the Homework pressure.
- 43: Staff are available after school every night of the week except Monday.
- 44: Use all the time tabling and planning sheets you are given
- 45: Always refer back to the advice IEP at the front of your book
- 46: Don't put off doing the work, you will put yourself under more pressure
- 47: Don't overestimate how quickly time passes
- 48: Show your parents your work, they will be impressed and proud
- 49: Back up your ICT work or don't lose your sketchbook
- 50: Remember your grades will stay with you forever, just do your BEST.