

A Level OCR exam Assessment Objectives

Candidates are expected to demonstrate the following in the context of the content described:

AO1-24 marks: DEVELOP ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding.

AO2- 24 marks: EXPLORE and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops.




AO3-24 marks: RECORD ideas, observations and insights relevant to intentions, reflecting critically on work and progress.

AO4 -24 marks: PRESENT a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.

LG1: Knowledge: To know and understand different the properties of media, techniques, artist research skills and design concepts.

LG2: Application: To apply Art and Graphical skills learnt to create ideas and final pieces.

LG3: Skills: To learn and experiment with media techniques, methods of drawing/observing and the design process.

Lesson Title	Learning Goals/Outcomes/Content			
How can we experiment with the formal elements of line, texture and tone? How can we use fine liner and pencil to create different marks and textures?	LG1: Knowledge To understand formal elements and textural mark making. LG3: Skills To experiment with different mark making techniques.			
How can we use fine liner and pencil to observe different surfaces linked to Architecture such as brickwork, stone, railings, mosaics, wood?	LG1: Knowledge To understand a varied range of both pencil and fine liner techniques. LG2: Application To apply fine liner and pencil techniques to architectural images. LG3: Skills To experiment with different mark making techniques and the grid drawing technique.			
How can we experiment with the continuous line technique? How can we use biro to create different drawings of skylines, architectural features, doorways, arches, facades?	LG1: Knowledge To understand the concept of the continuous line technique. LG2: Application To apply continuous line to a series of images and more developed drawing. LG3: Skills To experiment with rapid drawing and continuous line techniques			
How can we experiment with the hatching technique and colour? How can we use hatching to create different drawings of skylines, architectural features, doorways, arches, facades or more abstract composition studies?	LG1: Knowledge To understand a varied range of both pencil and fine liner hatching techniques. LG2: Application To apply fine liner and pencil hatching techniques to architectural images. LG3: Skills To experiment with different mark making hatching techniques.			
How can we experiment watercolour and collage pieces to create patterns or mosaics? How can we use watercolour techniques and paper pieces to develop experimental collage pieces linked to mosaics and patterns found in the urban environment on buildings How can we experiment with the formal elements of colour, pattern, texture and tone?	LG1: Knowledge To understand properties of watercolour and associated techniques. LG2: Application To apply more experimental mosaic imagery and watercolour techniques to own work. LG3: Skills To experiment with layering of watercolour, learn different techniques and test out pattern effects,			

<p>How can we experiment with ink wet on wet, drawing and pen work technique? How can we use ink to create different drawings of skylines, architectural features, doorways, arches, facades?</p> <p>How can we combine base colour with linear elements using inspiration from artists?</p>	<p>LG1: Knowledge To understand the properties of inks and wet on wet and linear work.</p> <p>LG2: Application To apply both wet on wet and mark making pen nib work in inks to an architectural image</p> <p>LG3: Skills To experiment with different mark making ink techniques</p>			
<p>How can we experiment found materials, papers and textures to create collage? How can we experiment with different images of skylines, architectural features, doorways, arches, facades with collage? How can we combine collage rip and cut techniques?</p>	<p>LG1: Knowledge To understand the method of collage, design and layering.</p> <p>LG2: Application To apply collage techniques to an experimental image.</p> <p>LG3: Skills To experiment with rip, cut, layering and associated collage techniques</p>			
<p>How can we use inspiration from the concepts and work of artist and designers in our work and experiment with the style, technique, colours and/or symbols?</p>	<p>LG1: Knowledge To understand the inspiration and concepts of contextual sources.</p> <p>LG2: Application to use inspiration from contextual research and sources in the development of our own work.</p> <p>LG3: To be able to research effectively, experiment and draw ideas from contextual studies.</p>			
<p>How can we create thumbnail/quick rapid initial ideas to plan out ideas for a final response?</p>	<p>LG1: Knowledge To understand how to generate quick ideas with layers of images, backgrounds and /or text</p> <p>LG2: Application To draw out a range of quick ideas to generate quick ideas with layers of images, backgrounds and /or text.</p> <p>LG3: Skills To acquire the skills of rapid drawing to generate ideas.</p>			
<p>How can we use a choice of different media or processes to create a personal final mixed media architectural study? How creatively and accurately can we use media, processes & techniques? How can we show an effective understanding of the formal elements of shape, line, form, tone, colour, texture and composition?</p>	<p>LG1: Knowledge To understand how to organise and compose a final piece.</p> <p>LG2: Application To apply a range of learnt techniques and skills in a final mixed media piece</p>			

Links: LG1: Contextual study and theory are important parts of Art. Knowledge of media, processes and techniques are studied throughout A level.

LG2: Application is a vital skill at A level. Students need to be able to apply skills, techniques and processes in their own final responses using inspiration from contextual studies.

LG3: All skills learnt such as media techniques, processes such as Photoshop and methods such as grid drawing will be revisited and refined throughout A level.