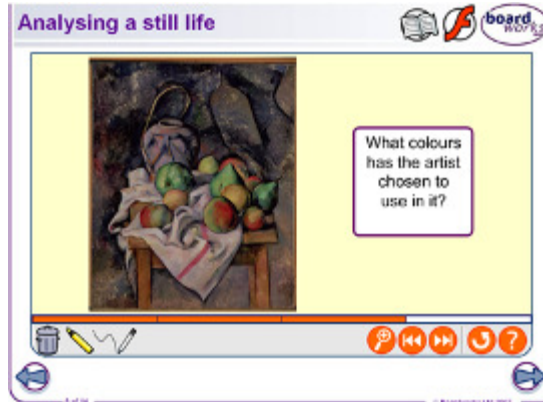


Project 1: Still Life – Introduction and Stimuli

14 slides, 6 Flash activities

This presentation is designed to teach:

- What a still life is.
- What often appears in a still life.
- What composition is.

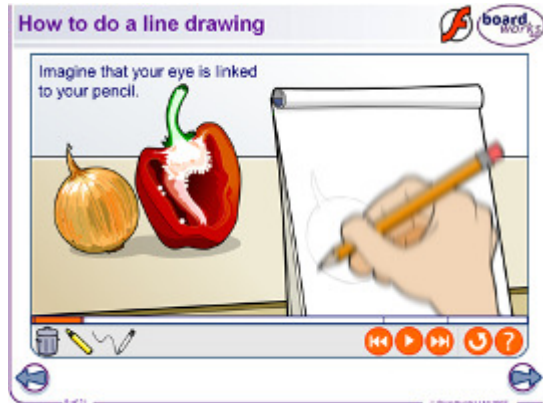


Project 1: Still Life – Materials and Skills

21 slides, 9 Flash activities

This presentation is designed to teach:

- What observational drawing is.
- How to do an observational line drawing.
- What is tone used for.
- The different types of colour.
- How colours are combined to form other colours.

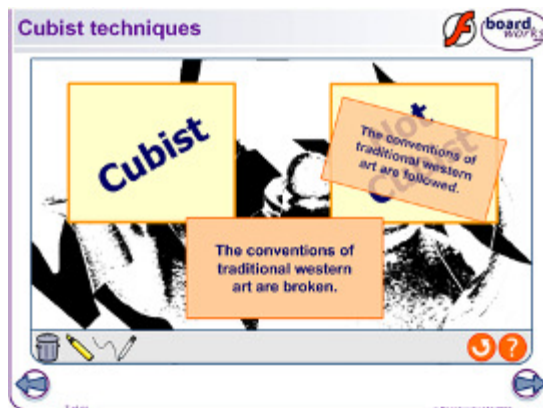


Project 1: Still Life – Artists and Movements

12 slides, 7 Flash activities

This presentation is designed to teach:

- What Cubism is.
- How the Cubist artists treated still lifes.
- How you can create a cubist work of art.

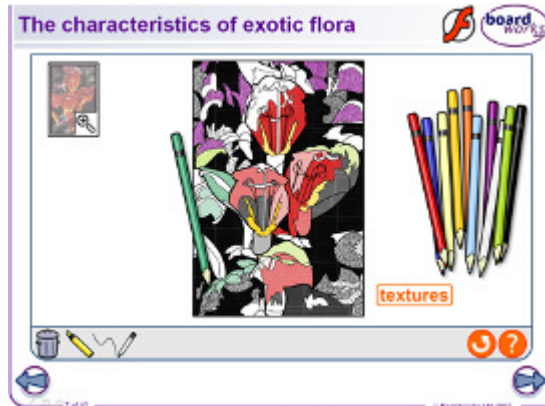


Project 2: Exotic Flora – Introduction and Stimuli

12 slides, 3 Flash activities

This presentation is designed to teach:

- What exotic flora is.
- What characteristics exotic flora has.
- How these characteristics can be represented verbally and visually.



Project 2: Exotic Flora – Materials and Skills

17 slides, 3 Flash activities

This presentation is designed to teach:

- What mark-making is.
- How mark-making techniques can be used to represent different textures.
- The properties of coloured pencils.
- How coloured pencils can be mixed to create new colours.

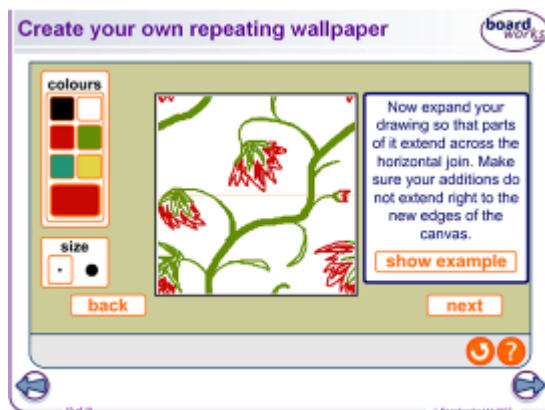


Project 2: Exotic Flora – Artists and Movements

16 slides, 3 Flash activities

This presentation is designed to teach:

- Who William Morris was.
- What influenced the work of William Morris.
- How you can create a repeating pattern in the style of William Morris.
- How you can print your design.



Project 3: Native American Totems – Introduction and Stimuli

15 slides, 9 Flash activities

This presentation is designed to teach:

- Who the Native Americans are.
- Where they are from and how they live.
- Some of their beliefs and traditions.
- What Native American art looks like.
- What totems are.

North American animals

Many Native Americans tribes believed that kinship (family blood) originated from different animals, which each had unique characteristics. For example, a member of the Tlingit tribe may descend from the raven, eagle or wolf.

Their legends say that some animals were **shape shifters**, meaning that they could transform to become other creatures – even human beings!

A lot of Native American art, such as masks, pots and totem poles, features animals to respect them.

Project 3: Native American Totems – Materials and Skills

16 slides, 1 Flash activity

This presentation is designed to teach:

- How you can gather ideas to help with the design of your group's totem pole.
- What a mood board is.
- How a mood board is created.
- How you can stylize images.
- What an armature is.
- How you make an armature.

Key vocabulary

Mood board	A framework that provides internal support to a modelled sculpture.
Collage	A collection of words and pictures based on a theme.
Stylize	To represent a form in a non-realistic way.
Armature	A picture that is made from various materials or objects.

Project 3: Native American Totems – Artists and Movements

21 slides, 3 Flash activities

This presentation is designed to teach:

- Different types of relief sculpture.
- What is meant by the terms 'high relief' and 'low relief'.
- How clay can be joined together for strength.
- How raised and recessed areas of relief can be created in clay.

Attaching motifs to your totem

You can also add really prominent motifs to your totem.

1. Model clay into the shape you want using your fingers.
2. Join the shape to the totem slip and smooth.
3. Strengthen the join with a clay 'worm' and smooth.

Project 4: Portraiture – Introduction and Stimuli

15 slides, 5 Flash activities

This presentation is designed to teach:

- The difference between a portrait and a self-portrait.
- What can be included in a portrait or self-portrait.
- What stimuli can be used to help create a self-portrait.

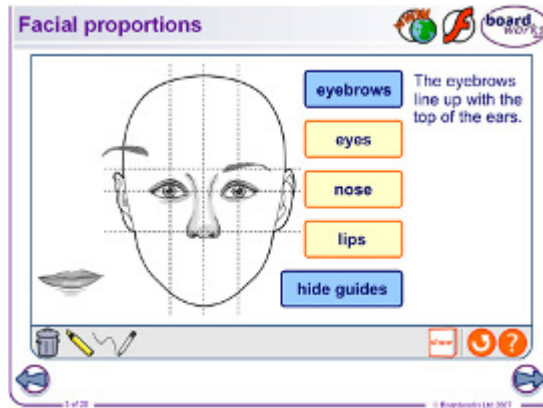


Project 4: Portraiture – Materials and Skills

20 slides, 3 Flash activities

This presentation is designed to teach:

- How facial features are drawn.
- How you proportion a face correctly.
- How oil pastels are used.

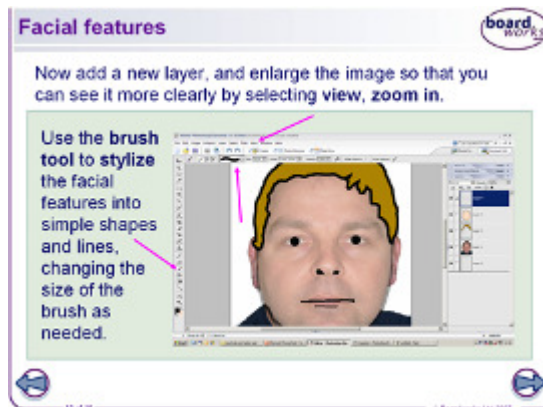


Project 4: Portraiture – Artists and Movements

16 slides, 3 Flash activities

This presentation is designed to teach:

- Who Julian Opie is.
- How you can create a Julian Opie style portrait or self-portrait.

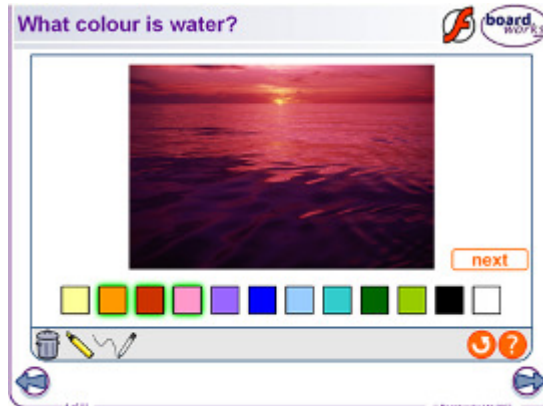


Project 5: Water – Introduction and Stimuli

11 slides, 3 Flash activities

This presentation is designed to teach:

- What water looks like.
- How water can be dramatic.
- The different forms that water is found in.
- How water can be represented verbally and visually.



Project 5: Water – Materials and Skills

21 slides, 5 Flash activities

This presentation is designed to teach:

- How water can be represented using different media and techniques, including:
 - pencil, ink, paint, PVA glue and paint, oil pastel, silk painting, sponging, felt tips, tissue paper.
- How different media effects can be combined to create a water-inspired collage.

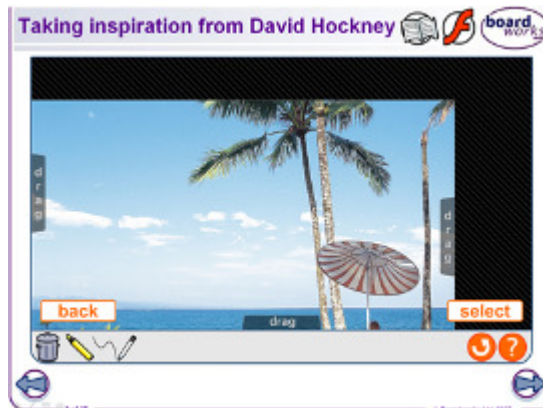


Project 5: Water – Artists and Movements

15 slides, 3 Flash activities

This presentation is designed to teach:

- Who David Hockney is.
- What is distinctive about David Hockney's paintings.
- How you can create your own Hockney-inspired painting.



Project 6: Insects – Introduction and Stimuli

12 slides, 3 Flash activities

This presentation is designed to teach:

- What insects are.
- What insects are like and how they can be described.
- How research into insects can be presented.



Project 6: Insects – Materials and Skills

18 slides, 3 Flash activities

This presentation is designed to teach:

- What tone is.
- What mark-making is.
- How a monoprint is created.
- How an oil pastel study is created.
- How watercolours are used.



Project 6: Insects – Artists and Movements

17 slides, 3 Flash activities

This presentation is designed to teach:

- How the artist, Michael Turner, is inspired by insects.
- How Michael Turner’s art can be described.
- How you can make an insect sculpture using card and papier mâché.

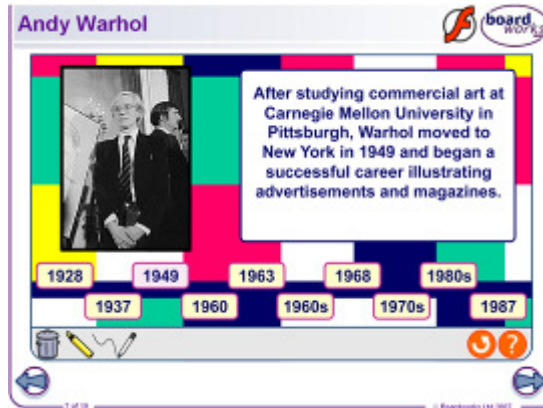


Project 7: Pop Art – Introduction and Stimuli

15 slides, 4 Flash activities

This presentation is designed to teach:

- What Pop Art is.
- What influenced Pop Art.
- Who Andy Warhol was.
- Who Claes Oldenburg was.



Project 7: Pop Art – Materials and Skills

28 slides, 5 Flash activities

This presentation is designed to teach:

- How you can create images using chalk and charcoal.
- How you can create a monochromatic painting.
- How you can create a watercolour and pencil study.
- How you can create a watercolour and wax crayon study.



Project 7: Pop Art – Artists and Movements

15 slides, 3 Flash activities

This presentation is designed to teach:

- Who Roy Lichtenstein was.
- What is distinctive about Roy Lichtenstein's work.
- How you can create a painting in the style of Roy Lichtenstein.

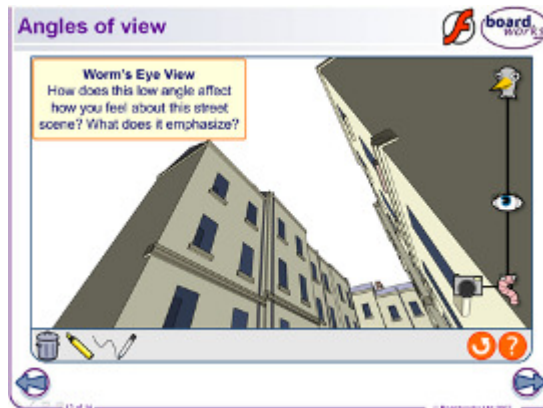


Project 8: Landscapes & Cityscapes – Introduction and Stimuli

14 slides, 4 Flash activities

This presentation is designed to teach:

- What a landscape is and what a cityscape is.
- What the main characteristics of landscapes and cityscapes are.
- How the level of the horizon can affect a landscape or cityscape.
- How the angle of view can affect a landscape or cityscape.

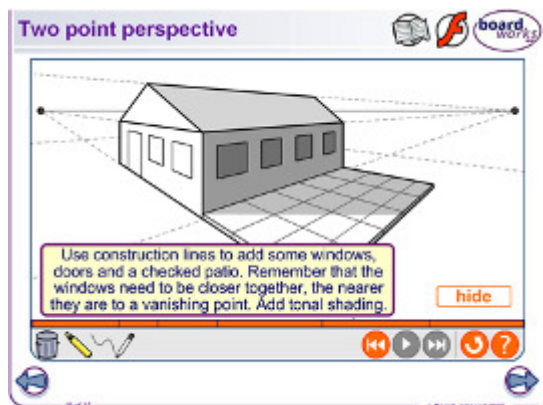


Project 8: Landscapes & Cityscapes – Materials and Skills

16 slides, 4 Flash activities

This presentation is designed to teach:

- What perspective is.
- How perspective can be created using a vanishing point.
- How perspective can be created using two vanishing points.
- How to make and use a shoebox landscape.



Project 8: Landscapes & Cityscapes – Artists and Movements

18 slides, 4 Flash activities

This presentation is designed to teach:

- Who/what the Fauves were.
- The main characteristics of the work of the Fauves.
- Who Antoni Gaudi was.
- What was special and different about the work of Gaudi.
- How you can redesign a building in the style of Gaudi.



Project 9: Public Art – Introduction and Stimuli

16 slides, 4 Flash activities

This presentation is designed to teach:

- What a public space is.
- The differences between a sculpture, a statue and a mural.
- What must be considered when designing a piece of public art.
- Why artists make design briefs.



How are these public spaces decorated?

Public art, such as statues, murals and sculptures, can be from modern materials such as steel, resin or spray paint; or they can be made from traditional materials such as stone, bronze or paint.

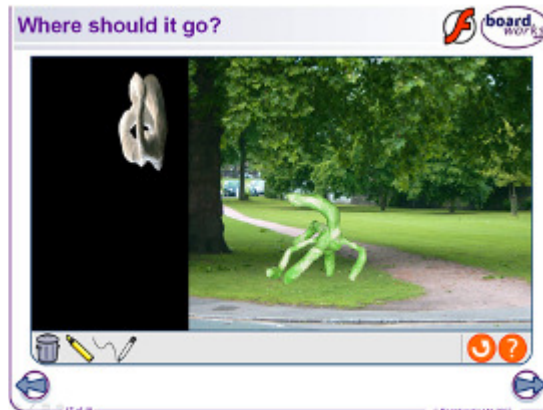
List as many public works of art in your local area as you can, and list the materials used in them.

Project 9: Public Art – Materials and Skills

19 slides, 4 Flash activities

This presentation is designed to teach:

- What open and closed forms are.
- How you can develop a theme into drawings.
- Why artists create maquettes.
- How you can make a maquette of your sculpture.
- What Modroc is.
- How you can ensure that your sculpture will suit your intended location.



Where should it go?

Project 9: Public Art – Artists and Movements

20 slides, 5 Flash activities

This presentation is designed to teach:

- How public art can represent different cultures.
- Who Henry Moore and Barbara Hepworth are.
- How you can superimpose a photo of your maquette onto a photo of your location.



Comparing public art

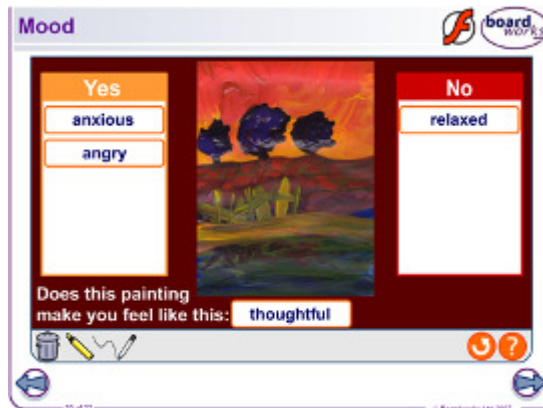
What do these two sculptures have in common?

Evaluation and Analysis

22 slides, 5 Flash activities

This presentation is designed to teach:

- What self-evaluation is and why it is important.
- What you should consider when conducting a self-evaluation.
- How your sketchbook can help you to evaluate your work.
- What you should think about when considering a piece of artwork.
- How you analyse the context, content, composition, form, process and mood of a piece.



Sketchbooks, E-portfolios and E-sketchbooks

24 slides, 4 Flash activities

This presentation is designed to teach:

- What a sketchbook is.
- What you could include in a sketchbook.
- How you create a good sketchbook.
- What e-portfolios and e-sketchbooks are.
- The advantages of e-portfolios.
- How to make a simple e-portfolio.

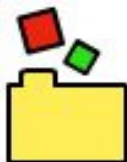
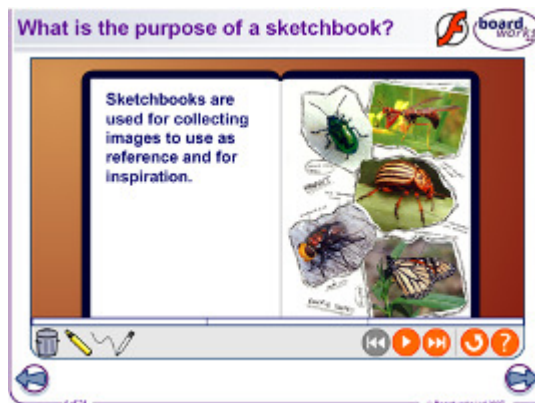


Image Library

For easy reference, each project is accompanied by a folder of images which feature in the presentations. These can be printed out and used in class or used independently with graphic software.