**Welcome to A level Graphics**

**Taster Tasks 2022**

Included in this pack are the following activities:

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| **Task** | **Title of Tasks** | **Purpose of Task:** | **Time to be taken** | **Outcome Expected** |
| 1 | **Review of past work** | Develop a self-awareness of skill level Develop understanding of own personal interest in Graphics | 1 hour | One page of written work with images |
| 2 | **Visual Idea connection map** | Investigate and explore ideas and interest in Graphics | 1 hour | A3 page |
| 3 | **Mood board** | Collection of images and sources to help explore topic | 1 hour | A3 page |
| 4 | **Artist research graphic history periods** | Understanding of graphic history in reference to own interests. | 3 hours | 6 A4 pages with images |
| 5. | **Drawings** | Developing and refining of key skills | 4 hours | 2 A3 sheets of drawings |
| 6. | **Secondary source drawing** | Developing and refining of secondary source drawing | 4 hours | 2 A3 sheets of drawings |
| 7. | **Design work** | Developing designs for Graphics | 2 hours | 2 A3 sheets |
| 8. | **Experiments and tests** | Developing of ideas through experimentation with materials and ideas | 8 hours | 4 A3 Sheets |

**Tasks**

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| **Title of Tasks** |
| **Task 1 - Review of past work**   * Write a short statement about your previous work at GCSE. * Discuss what you like and want to take forward into you’re A level work. * Consider themes, materials and processes. * Try to include images of your work as well. |
| **Task 2 - Visual Idea connection map**   * Create a visual mind map exploring topics you could research try to keep topics broad e.g. Music, portraits, restaurants, travel, magazines, etc. Have no more than 8 strands coming off the main idea. * Try to interconnect strands to show how different elements connect e.g. emotion, portraits and colour could all interconnect * For each strand include several images from magazines, internet and drawn by you etc. to explore visually your idea. |
| **Task 3 – Mood board**   * Pick 3 elements from your mind map. Now create a board filled with images that relate to these ideas. these should be over lapped, and thought should be made over presentation. Add key words to help give the images more context. The images can be: * Other artists work * Images from magazines * Your own images * Images from the internet |
| **Task 4 -** **Research Graphic history periods**   * Pick one or two of your ideas from the mood board and then research 4 different periods through history related to them and how graphics was used in this period * Create a page of A4 research for each one. Include images on the page and analysis considering what the work is trying to do, what is the audience, how can it influence your work. * Discuss the mood or emotion of the work, how it relates to your work and what are you going to take into your work from the artist research.: * This could be a good starting point - <https://99designs.co.uk/blog/design-history-movements/history-graphic-design/> |
| **Task 5- drawings.**   * By now you should have an idea about what you want your focus to be E.g. RESTAURAUNT PROJECT, MUSIC FESTIVAL, TRAVEL COMPANY, * Now considering your topic and using **found images** from magazines, the internet etc. create one A3 pages of drawings   + Experiment with mark making,   + Experiment with continuous line   + Experiment with materials * **Primary source drawings -**  Now considering your topic create drawings from life create one A3 pages of drawings   + Experiment with mark making,   + Experiment with continuous line   + Experiment with materials * When drawing try to be inventive – explore styles and materials e.g. drawing with beetroot juice, or coffee, hot chocolate, can you draw with a toothbrush, or fork, how about a twig dipped in ink |
| **Task 6 - Secondary source drawing**   * Take your own images (photography) based on your project   + When doing photography always create a range of images   + Print them all small to show your work   + If you can amend them by cropping, and amending brightness and contrast, * Now using your images create drawings from life create two A3 pages of drawings * Experiment with mark making, continuous line, colour * Experiment with materials |
| **Task 7 – Design work**   * Using your drawings start to design a logo for your product or company – across 2 A3 sheets   + Create a least 8 different designs   + Experiment with composition, font, colour   + Experiment with images   + Anything you use should come from your drawings |
| **Task 8 - Experiments and tests**   * Pick one of your designs * Now experiment with colour and a range of materials to help develop a final idea this might include   + Taking more photographs   + Refining drawings   + Testing new materials such as paintings/ sculptures/ printmaking   + Working bigger or smaller.   + Doing more artist research to refine ideas. |

**SUPPORT**

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| **Websites:** |
| [www.tate.org](http://www.tate.org) |
| [www.pintrest.co.uk](http://www.pintrest.co.uk) |
| [www.npg.org.uk](http://www.npg.org.uk) |
| <https://99designs.co.uk/blog/design-history-movements/history-graphic-design/> |
| <https://www.metmuseum.org/> |
| <http://www.museumwnf.org/> |
| <https://www.saatchigallery.com/> |
| <https://activetheory.net/home> |
| <https://buzzworthystudio.com/> |
| <http://stefaniebrueckler.com/> |
| <https://www.designweek.co.uk/> |
| <https://www.creativeboom.com/> |

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| **Podcast:** |
| The Daily creative |
| The Deeply Graphic Design cast |
| Design Matters |

There are hundreds of fantastic Youtube videos, podcasts and websites out there have a look and build up your own resources. For your own personalised project.

**Good luck and see you in September!**

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