**Welcome to A level Graphic Design**

**Taster Tasks 2023**

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 Art and Design | 1 hour | One page of written work with images |
| 2. | **Visual Mind map** | Investigate and explore ideas and interest in Art and design | 1 hour | A3 page |
| 3. | **Graphics research** | Understanding of graphic design in reference to own interests. | 3 hours | 6 A4 pages with images |
| 4. | **Title and theme of project** | Finalise focus of project | 1 hour | 1 A3 PAge |
| 5. | **Primary source drawings** | Developing and refining of primary source drawing | 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 Min Map**   * Create a visual mind map exploring topics you could research try to keep topics broad e.g. portraits, body, landscapes, nature.   + 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 -Graphics research**   * Pick one or two of your ideas from the visual mind amp and then research 4 Graphic design styles or artists try to make these all different in style and theme,   + Create a page of A4 research for each one. Include images on the page a little biographical and analysis considering the wider issues of what the artist is saying their 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 4- Title and theme of project**   * Consider the design brief for your project – Contact Mr Edwards via email and discuss with him suitability.   + Your Title should be quite broad like design promotional material or a restaurant or music festival * When agreed, write a Brief-this should outline your project idea, - remember the project lasts till Christmas   + Who is your client?   + What is their audience?   + What do you think you will produce for them?   + What is your starting point?   + Who has inspired by choices? |
| **Task 5 - 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,   + Experiment with continuous line   + 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**   * Using your drawings start to develop ideas for a more refined outcome these can 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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