BROOKVALE GROBY ADT: Year 7 Art Learning Log

ANIMALS IN ART

NAME		Personalised Learning Checklist	✓	DATE	COMMENTS
GROUP					

DATE: SUBJECT:

PEER ASSESSMENT

STRENGTH:

TARGET:

SELF-ASSESSMENT

STRENGTH:

TARGET:

STAR TIME:

DATE: SUBJECT:

PEER ASSESSMENT

STRENGTH:

TARGET:

SELF-ASSESSMENT

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TARGET:

STAR TIME:

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PEER ASSESSMENT

STRENGTH:

TARGET:

SELF-ASSESSMENT

STRENGTH:

TARGET:

STAR TIME:

ARTIST RESEARCH

- Identify keywords to describe each artist.
- Give reasoned opinions about each artist's work.
- Create your own versions of the artist's work in two detailed transcriptions

OBSERVATIONAL DRAWING

- Create a detailed observational drawing of an animal.
- Use the grid method to help draw in proportion.
- Use a wide variety of tones: Light / Medium / Dark.
- Include texture and other details.
- Homework, create a moodboard of close-ups of your animal

CREATE IDEAS

- Create a design for your clay work influenced by Donna Sharam and Henry Moore
- Include layers, cut outs and impress in your design.
- Label and annotate your work.
- Add colour creatively
- Show ideas for patterns and textures

CLAY CONSTRUCTION

- Learn how to work with clay safely and efficiently to create an animal clay tile.
- Prepare clay for use using wedging methods.
- Basic clay preparation: rolling, cutting and storing.
- Add layers using SCORE, SLIP SQUASH AND SMOOTH.
- Use cutaway details effectively.
- Apply decoration and pattern to reflect the artist's style.

EXTENDING DRAWING SKILLS

- Experiment with different angles and views
- Use mark making to show texture
- Build up layers of colour.
- Present your work creatively

PAINTING THE CLAY TILE

- Apply colour theory to paint your clay tile.
- Show brush control when painting detail.
- Use the style of Donna Sharam & Henry Moore in your work.

Student Response Required

DEVELOPING	MEETING	EXCEEDING

MID MARK

Student Response Required

DEVELOPING	MEETING	EXCEEDING

FINAL MARK