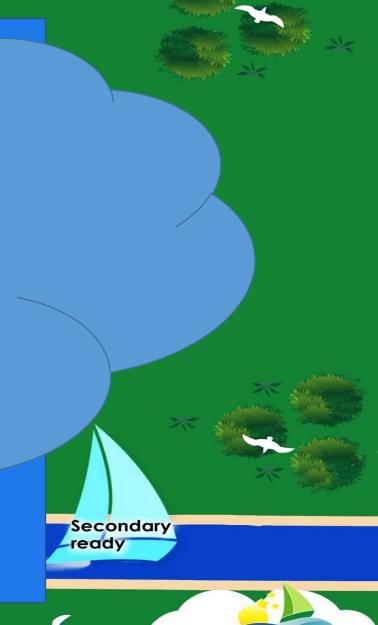


EYES

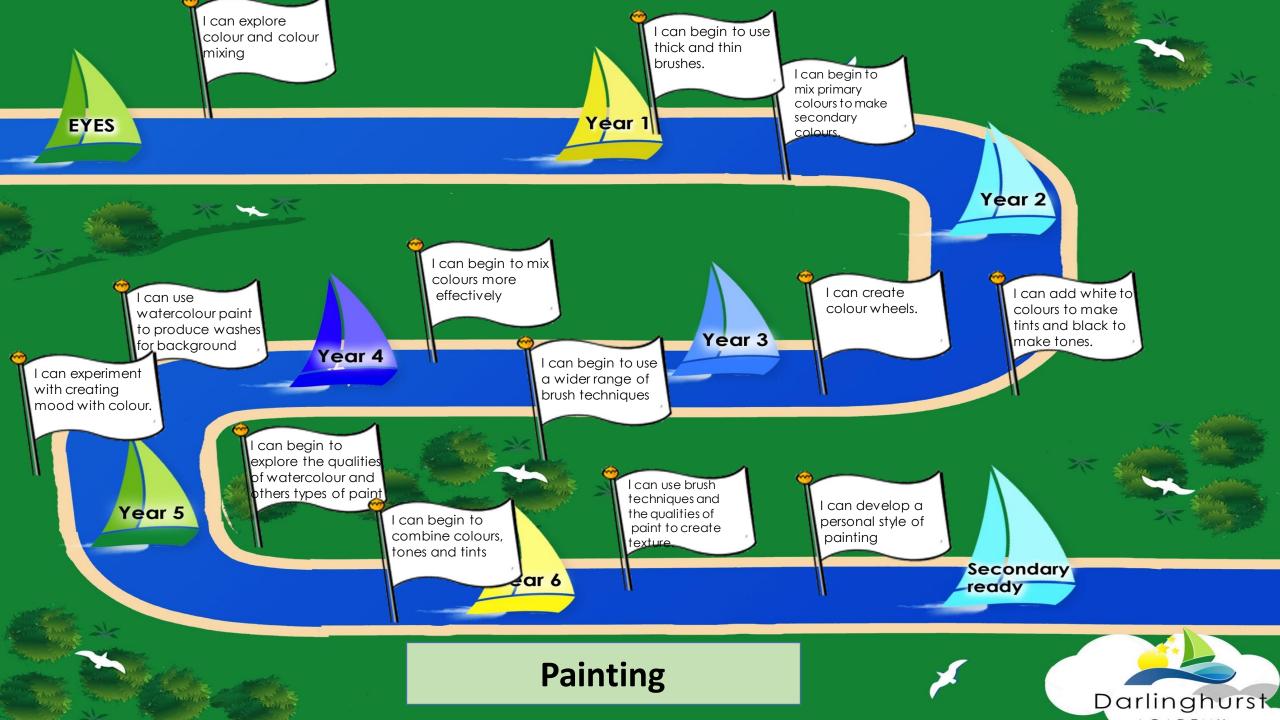
Breadth of study

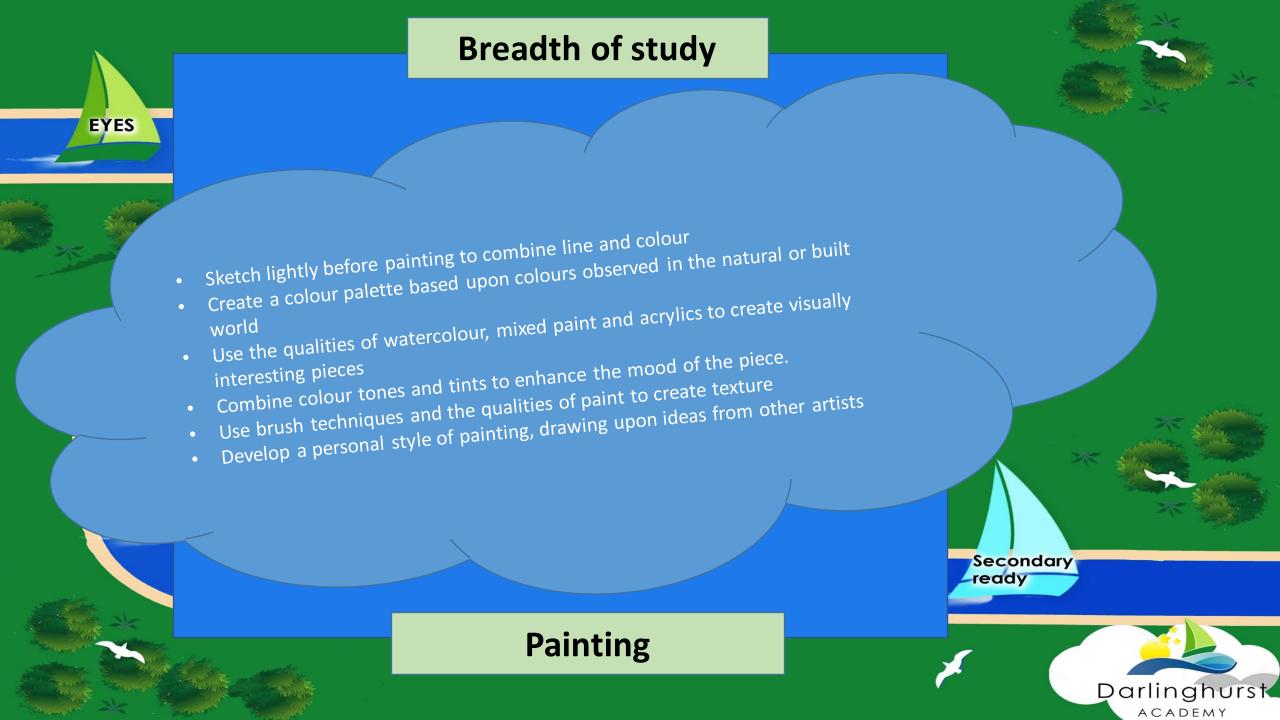
- Draw lines of different size and thickness
- Colour own work neatly following lines
- Show pattern and texture by adding dots and lines
- Show different tones by using coloured pencils.
- Annotate sketches to explain and elaborate ideas.
- Sketch lightly
- Use shading to show light and shadow
- Use hatching and cross hatching to show tone and texture
- Use a variety of techniques to add interesting effects such as reflections,
- Use a choice of techniques to depict movement, perspective, shadows and
- Give details, including own sketches, about the style of a notable
 - artist/designer.

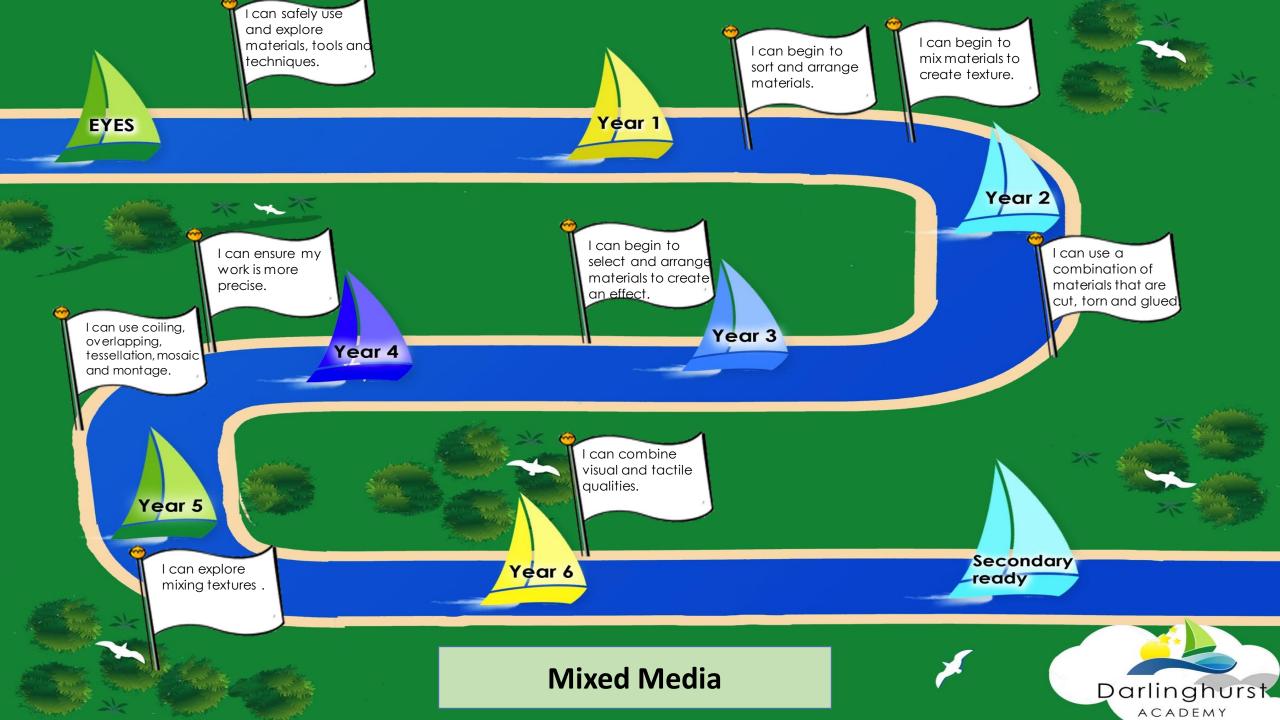
Sketching and Drawing

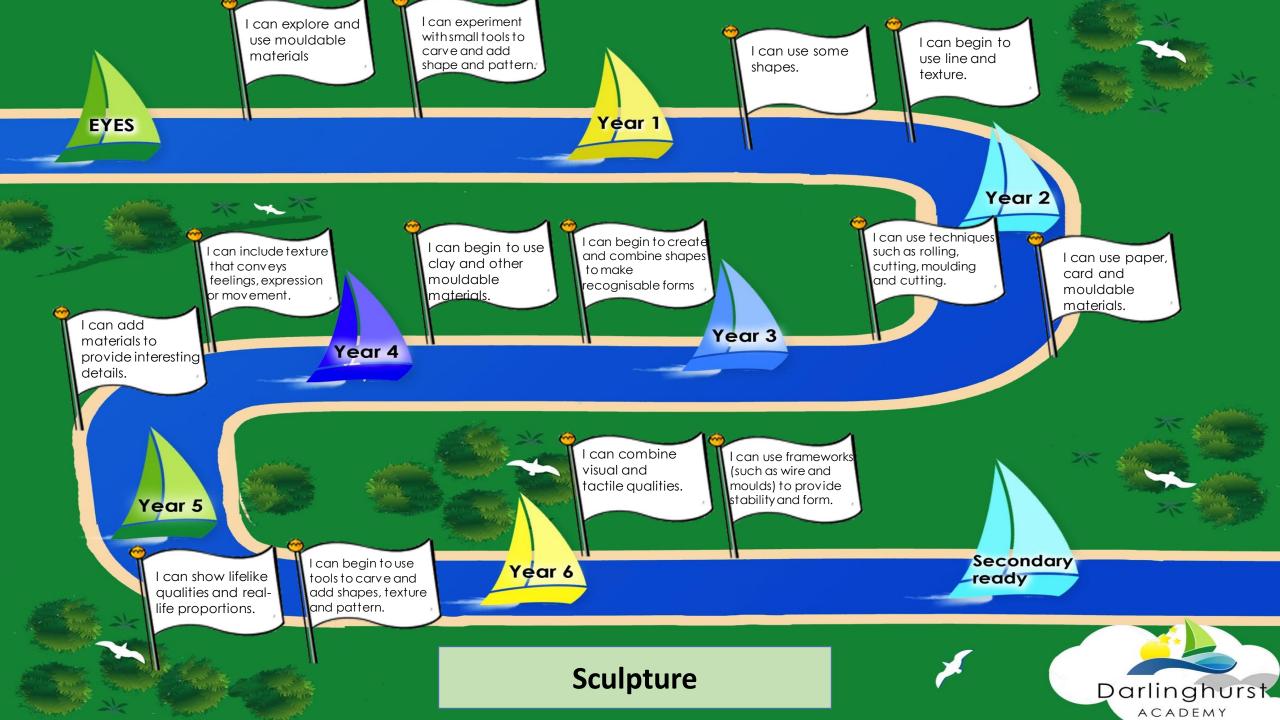








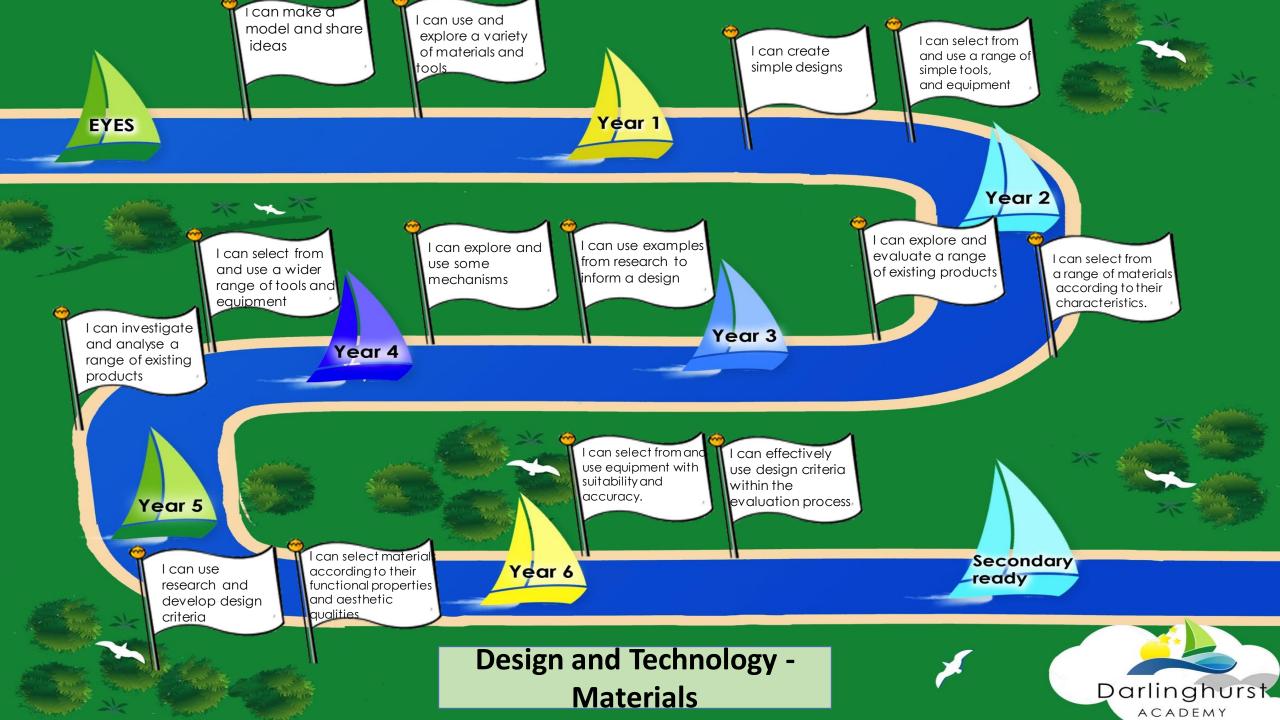






Breadth of study EYES Collage - use a combination of materials that are cut, torn and glued Mix materials to create texture. Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, Print- Build layers of colour. Create accurate patterns showing fine detail. Use a range of visual elements to reflect the purpose of the work. Replicate patterns in the natural and man made environment. Textiles- Use stitching skills to create a simple piece, use weaving to create a pattern .Use plaiting and dip dye techniques and join materials using glue or stitching. Secondary ready **Mixed Media**





EYES

Breadth of study

- Create and design shapes to create recognizable forms
- Include texture that conveys feelings, expression or movement.
- Use clay and other mouldable materials
- Add materials to provide interesting detail
- Show life like qualities and real life proportions or, if more abstract provoke different interpretations
- Use tools to carve and add shapes, texture and pattern
- Combine visual and tactile qualities
- Use frameworks to provide stability and support

Secondary ready

Design and Technology

