

Stages of an Art project

1. Explore the topic/media/genre/skill to be covered in sketch books
 - could be research based
 - Could use images stuck in and annotated

2. Try out and perfect ideas
 - Practise initial designs
 - Draw a final design
 - Try out colours/blending/techniques with media
 - UKS2: produce a mock-up in colour/texture
 - Seek criticism (peers)

4. Evaluate the final outcome
 - Stick in a photo of the final piece
 - Be critical of their work
 - Invite comments from others
 - Suggest improvements

3. Complete the final piece
 - This should be a work in progress, that is put away and brought out for several sessions
 - Avoid quick hour projects!
 - Seek criticism (peers)