

Visual Arts in Practice



For all Queensland schools

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
1	<p>Module 1: Drawing Techniques - Media Experimentation and Colour Interpretation</p> <p>This unit focuses on the exploration of a range of drawing media and techniques. Mark making in graphite pencil both through observation of form, interpretive line, tone and texture and the illusion of surface. Exploration continues with media studies in aquarelle, pastel, ink and gouache where these will be used to interpret a selection of personal imagery.</p>	27	• 2D	<p>Visual mediums, technologies and techniques</p> <ul style="list-style-type: none"> • C1.1 Visual mediums • C1.2 Art-making technologies • C1.5 Display and curatorial skills <p>Visual literacies and contexts</p> <ul style="list-style-type: none"> • C2.1 Visual literacies <p>Artwork realisation</p> <ul style="list-style-type: none"> • C3.2 Particular skills are required to create a visual artwork 	1	<p>Product</p> <p>Folio of Drawing and Media Studies Variable conditions</p>	<ul style="list-style-type: none"> • Knowing and understanding • Applying and analysing • Creating and evaluating
1	<p>Module 2: Foundation - Studies Painting</p> <p>Students explore painting techniques and investigate the work of artists that use realism, abstraction/hard-edge and impressionism. Using digital manipulation and paint media to produce compositional designs influenced by the technical skill and stylistic qualities of artist's works. The purpose of the project is for a collaborative display of paintings that are an 'Homage' to significant traditional and contemporary artists.</p>	28	• 2D	<p>Visual mediums, technologies and techniques</p> <ul style="list-style-type: none"> • C1.1 Visual mediums • C1.2 Art-making technologies • C1.3 Art-making techniques <p>Visual literacies and contexts</p> <ul style="list-style-type: none"> • C2.1 Visual literacies • C2.2 Contexts for artworks <p>Artwork realisation</p> <ul style="list-style-type: none"> • C3.2 Particular skills are required to create a visual artwork • C3.3 Reflecting on artwork and evaluating art-making processes improves the creation of visual artworks 	2	<p>Project</p> <p>Create a painting based on interpreting other artists imagery, styles and techniques for the purpose of exhibition.</p> <ul style="list-style-type: none"> • Product component Painting Variable conditions • Written component Journal Article - Exhibition Promotional news article for a media release 400–700 words 	<ul style="list-style-type: none"> • Knowing and understanding • Applying and analysing • Creating and evaluating
2	<p>Module 3: Foundation Studies -3-D Forms</p> <p>Students will experiment with construction media and surface techniques to demonstrate their knowledge and understanding of space and form.</p>	28	• 3D	<p>Visual mediums, technologies and techniques</p> <ul style="list-style-type: none"> • C1.1 Visual mediums • C1.3 Art-making techniques • C1.4 Industry connections <p>Visual literacies and contexts</p> <ul style="list-style-type: none"> • C2.1 Visual literacies • C2.2 Contexts for artworks <p>Artwork realisation</p> <ul style="list-style-type: none"> • C3.1 Artworks have a purpose • C3.2 Particular skills are required to create a visual artwork 	3	<p>Product</p> <p>Experimental Sculptural Form Variable conditions</p>	<ul style="list-style-type: none"> • Knowing and understanding • Applying and analysing • Creating and evaluating

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2	Module 4: Design - Skinz Students are to investigate the Elements of Design and explore the concept of pattern, to redesign a 'Skinz' surface for a product of their choice.	27	• Digital and 4D	Visual mediums, technologies and techniques <ul style="list-style-type: none"> • C1.1 Visual mediums • C1.2 Art-making technologies • C1.4 Industry connections • C1.5 Display and curatorial skills Visual literacies and contexts <ul style="list-style-type: none"> • C2.1 Visual literacies • C2.2 Contexts for artworks Artwork realisation <ul style="list-style-type: none"> • C3.1 Artworks have a purpose • C3.2 Particular skills are required to create a visual artwork • C3.3 Reflecting on artwork and evaluating art-making processes improves the creation of visual artworks 	4	Project Students will follow the design process to create a design portfolio for a particular product <ul style="list-style-type: none"> • Product component Visual display advertising the 'Skinz' design Variable conditions • Multimodal component — presentation Design folio and Marketing campaign that uses digital media to promote their new product (Skinz) 2.0–4.0 minutes • Product component Maximum of 6 x A4 pages Variable conditions 	<ul style="list-style-type: none"> • Knowing and understanding • Applying and analysing • Creating and evaluating
3	Module 5: Resolved Sculptural Form Construct a 3-Dimensional form that is approximately 40cm in height that demonstrates your knowledge of sculptural processes, construction and decorative surface techniques. This work will be exhibited in public and private spaces to convey artistic meaning.	35	• 3D	Visual mediums, technologies and techniques <ul style="list-style-type: none"> • C1.1 Visual mediums • C1.2 Art-making technologies • C1.5 Display and curatorial skills Visual literacies and contexts <ul style="list-style-type: none"> • C2.1 Visual literacies • C2.2 Contexts for artworks Artwork realisation <ul style="list-style-type: none"> • C3.2 Particular skills are required to create a visual artwork • C3.3 Reflecting on artwork and evaluating art-making processes improves the creation of visual artworks 	5	Project Resolved Sculptural Form <ul style="list-style-type: none"> • Product component 3-Dimensional Form Variable conditions Dependent on availability of exhibition space. Variable conditions • Written component Design Justification and Artist Statement 500–900 words 	<ul style="list-style-type: none"> • Knowing and understanding • Applying and analysing • Creating and evaluating

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3	<p>Module 6: Community Arts Project: Part A</p> <p>Students will generate a proposal for a community arts project and work collaboratively to develop this project for public display. This work may take a 2D or 3D form dependent on teacher expertise and Design Brief. Example Design Briefs may include for 2D: Mural, Business Graphics, Screen Printing Enterprise; and 3D: Public Sculpture including figurative and decorative forms.</p>	20	• 2D	<p>Visual mediums, technologies and techniques</p> <ul style="list-style-type: none"> • C1.1 Visual mediums • C1.2 Art-making technologies • C1.3 Art-making techniques • C1.4 Industry connections • C1.5 Display and curatorial skills <p>Visual literacies and contexts</p> <ul style="list-style-type: none"> • C2.1 Visual literacies • C2.2 Contexts for artworks <p>Artwork realisation</p> <ul style="list-style-type: none"> • C3.1 Artworks have a purpose • C3.2 Particular skills are required to create a visual artwork • C3.3 Reflecting on artwork and evaluating art-making processes improves the creation of visual artworks 	6	<p>Project</p> <p>Community Arts Design Project</p> <ul style="list-style-type: none"> • Product component Design/model/construct (product) and/or Digital Installation (proposal) of project idea for community project. Variable conditions Product media is dependant on the current required brief for the community for that particular year (Eg. could be a mural, public sculpture, business graphics, screen-printing) • Multimodal component — presentation Group presentation to pitch ideas for design project 3.0–6.0 minutes • Multimodal component — non-presentation Folio displaying design process and project proposal Maximum: 8 x A4 pages Maximum: 8 A4 pages (or equivalent) 	<ul style="list-style-type: none"> • Knowing and understanding • Applying and analysing • Creating and evaluating
4	<p>Module 7: Community Arts Product: Part B</p> <p>Students will generate a product in response to the community arts design brief and work individually or collaboratively to develop this product for public display. This work may take a 2D or 3D form dependent on teacher expertise and Design Brief. Example Design Products may include for 2D: Mural, Business Graphics, Screen Printing Enterprise; and 3D: Public Sculpture including figurative and decorative forms.</p>	31	• 2D	<p>Visual mediums, technologies and techniques</p> <ul style="list-style-type: none"> • C1.1 Visual mediums • C1.2 Art-making technologies • C1.4 Industry connections • C1.5 Display and curatorial skills <p>Visual literacies and contexts</p> <ul style="list-style-type: none"> • C2.1 Visual literacies • C2.2 Contexts for artworks <p>Artwork realisation</p> <ul style="list-style-type: none"> • C3.1 Artworks have a purpose • C3.2 Particular skills are required to create a visual artwork • C3.3 Reflecting on artwork and evaluating art-making processes improves the creation of visual artworks 	7	<p>Product</p> <p>Community Arts Design Product that is 2D or 3D, individual or collaborative, in response to the Design Brief. This product will form part of a public art display. Variable conditions</p>	<ul style="list-style-type: none"> • Knowing and understanding • Applying and analysing • Creating and evaluating

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4	Module 8: Digital Artworks Create a series of multimedia artworks using skills and manipulation of imagery that explore digital artmaking processes. Consider the purpose of audience and the context of display.	24	<ul style="list-style-type: none"> Digital and 4D 	Visual mediums, technologies and techniques <ul style="list-style-type: none"> C1.2 Art-making technologies C1.5 Display and curatorial skills Visual literacies and contexts <ul style="list-style-type: none"> C2.1 Visual literacies C2.2 Contexts for artworks Artwork realisation <ul style="list-style-type: none"> C3.2 Particular skills are required to create a visual artwork 	8	Product Folio of Digital Artworks and Digital Display Variable conditions	<ul style="list-style-type: none"> Knowing and understanding Applying and analysing Creating and evaluating

SUBMITTED

Visual Arts in Practice 2019

Teacher:

Class:

Student name:

Year:

Unit	Module of work	Assessment Instrument No.	Assessment Instrument	Formative or Summative	Knowing and understanding	Applying and analysing	Creating and evaluating
1	Module one Drawing Techniques - Media Experimentation and Colour Interpretation	1	Product	F			
	Module two Foundation - Studies Painting	2	Project	F			
2	Module three Foundation Studies -3-D Forms	3	Product	F			
	Module four Design - Skinz	4	Project	F			
Interim Standards							
Interim Result							
3	Module five Resolved Sculptural Form	5	Project	S			
	Module six Community Arts Project: Part A	6	Project	S			
4	Module seven Community Arts Product: Part B	7	Product	S			
	Module eight Digital Artworks	8	Product	S			
Exit Standards							
Exit Result							