



Oakwood Academy
A Visual Arts, Technology & Sports College

Art and Design Home Learning: Year 10

By Mrs J Gordon (Head of Department)

Basic learning in Art and Design

- In Art and Design we aim for all pupils to develop creativity, ideas, and technical ability. They should develop a critical understanding of artists, architects and designers, expressing reasoned judgements that can inform their own work.
- Key learning in Art and Design at home can involve pupils:
 - recording observations in a sketchbook, journal or on paper as a basis for exploring ideas
 - using a range of techniques and media, including paints, pencils and pens
 - increasing their ability and skill in the handling of different materials
 - analysing and evaluating their own work
 - learning about the history of art, craft and design.

Learning Task 1 - Art and Design

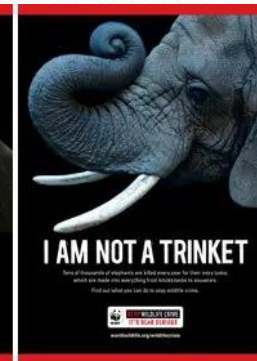
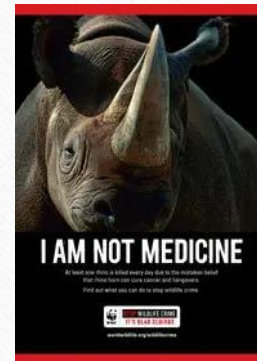
Year 10

- Research the charity "WWF", find out what they do to help the protection of endangered species.
- Success Criteria
 - What are the top 10 most endangered species the charity supports to protect
 - Name 6 ways the charity helps to protect and restore nature
 - Use this link to help
 - https://www.youtube.com/watch?v=hqQJaxGce_Q

Learning Task 2 - Art and Design

Year 10

- Write a list of the different slogans the WWF charity uses in their advertisements and campaigns.
- Copy the WWF logo then colour using a black felt tip.



Learning Task 3 - Art and Design

Year 10

- Draw an animal of your choice it could be your family pet, favourite animal or endangered species
- Success Criteria
- Look closely at proportion, colour and detail of the animal your copying.
- Try to recreate the image as accurately as you can.
- How to Draw a Kitten: Narrated Step by Step
- Click on this link below
- <https://www.youtube.com/watch?v=xx6wBLkMckI>

