

Year 9

**Consume**  
– GCSE  
style  
project

Summer  
Term

### What you will learn

CONSUME is a term of topical interest in present day life.

Definition-

- To eat, drink especially a lot of something.
- To destroy/expand or use
- To have strong feeling

You learn how to investigate a theme through artist research, drawing and some annotation to develop into a final piece GCSE style.



Kaori Kurihara- Botanical ceramics

You will be set a drawing test as part of this project to emphasise the importance of drawing within an Art and Design curriculum.



Andy Warhol- Screen-print



Installation Art in Margate.

### Creative possibilities

You may be asked to explore the work of a chosen artist who displays the idea of CONSUME in their work. This may involve, paint, mixed media, print or clay.

Key words

- Planning an idea using, **sketching, annotation and artist reference**
- **Composition**- refers to the layout of a piece of art in 2 or 3 dimensions to create balance or dramatic effect
- **Painting technique**, using **light and shade**.
- **Print technique** using **relief and colour overlay**
- **Clay technique** using **modelling**

Wayne Thiebaud



Hokusai- Great Wave- woodblock print.

Websites:

- [www.tate.org.uk](http://www.tate.org.uk)
- [www.nationalgallery.org.uk](http://www.nationalgallery.org.uk)
- [www.fizwilliam.cam.ac.uk](http://www.fizwilliam.cam.ac.uk)
- [www.vam.ac.uk](http://www.vam.ac.uk)