

SINGLE WORD = 1 IDEA  
 PHRASE = 2 IDEAS  
 SENTENCE/QUESTION = 3 IDEAS  
 SKETCH/STORY = 5 IDEAS  
 8x8CM THUMBNAIL = 15 IDEAS

**Be organized:** make sure your idea generation pages are together in your sketchbook.

	Adapted Gr 10	Visual Arts 10	Visual Arts 11/12
<b>0 pts</b>	0-9 ideas	0-19 ideas	0-29 ideas
<b>1 pt</b>	10-19	20-39	30-59
<b>2 pts</b>	20-29	40-59	60-89
<b>3 pts</b>	30-39	60-79	90-119
<b>4 pts</b>	40-49	80-99	120-149
<b>5 pts</b>	50-59	100-119	150-179
<b>6 pts</b>	60+	120+	180+

**Adapted Gr 11/12**

## Part 1 Generate ideas with web maps, drawings & lists (1–4 pages)

\_\_\_/6  
# of ideas

Use a webmap (or other process) to come up with LOTS of ideas! Use both words and small drawings. Add inspirational images. If you already have an idea in mind, make that your central theme and expand upon it. Let your ideas wander - one idea leads to another.

## Part 2 Counting and connecting

\_\_\_/1  
counting

**Count your total ideas:** \_\_\_\_\_

**Edit and combine!**

\_\_\_/1  
best ideas/  
connections

- Draw squares around your best ideas.
- Draw dashed connection lines between the ideas that work best together.

## Part 3 Visual References (1-2 printable pages)

\_\_\_/2  
art historical  
images

Seek out 2 or more great artworks from history. Choose images that inspire you and that are related to your idea or the techniques or compositions that you are interested in. Record the name and title of the artwork.

\_\_\_/4  
reference  
images

Gather 4 or more reference images (or preferably objects) so you can accurately observe the challenging parts of your artwork. Observing things in real life is preferred, followed by taking and using your own photos. If you are using photographs, please print them or save them where you can access them very easily.

You may use existing artworks as compositional or technical references e.g.: colour composition, brushwork, etc. **HOWEVER, YOU MAY NOT COPY THE ARTWORKS OF OTHERS. DO NOT SIMPLY COPY PHOTOS.**

## Part 4 Preliminary drawing (1 page)

\_\_\_/6  
quality of  
drawing

Draw a rectangular or square frame, then take the best possibilities from your thumbnail sketches and combine them into an improved composition. If you tackle the most challenging parts of your artwork now, you may be able to work out the bugs before you start your good copy. **EXPERIMENT:** unusual angles and compositions can be the things that make your artwork stand out from everyone else's.