

# Digital Artist



	Exploratory Learner will	Developing Learner will	Confident Learner will	Independent Learner will	Transformational Learner will
<b>Awareness</b>	<p>View various forms of digital artwork.</p> <p>Understand that artwork can be created using different technologies.</p>	<p>View a range of digital artwork and express an opinion about them.</p> <p>Understand that different hardware and software can be used to create artwork and that digital images can be modified.</p>	<p>Compare digital artwork and images from a variety of styles, times and cultures including contemporary works.</p> <p>Understand that digital photography can be affected by light levels, movement and the confines of the camera.</p>	<p>Compare digital artwork and images from a variety of styles, times and cultures and express an opinion about them in terms of artistic merit and use of software.</p> <p>Understand that artwork can be made up of a range of different styles and effects to communicate ideas, feelings and meanings.</p> <p>Understand that there are multiple imaging file types and understand the pros and cons of the most commonly used types.</p>	<p>Regularly view digital artwork as a source of enjoyment or information – e.g. art galleries, magazines or online resources.</p> <p>Understand the difference between image formats that are “lossy” and ones that are not.</p>
<b>Planning</b>	<p>Contribute to a discussion about the best type of hardware and software to use to create a piece of digital artwork.</p>	<p>Work independently or with other learners to plan the layout, textures, colours and techniques that may be used to create a piece of digital artwork or the composition of a digital photograph.</p>	<p>Explore and make choices about the best technologies to create digital images.</p> <p>Make choices about the use of more sophisticated techniques and tools to create images.</p> <p>Plan the composition of a digital photograph through an awareness of photographic techniques.</p>	<p>Make choices about the use of artistic styles and effects to communicate ideas, feelings and meanings.</p> <p>Explore and choose more sophisticated techniques to enhance and develop artwork and/or combine digital artwork with digital photographs.</p>	<p>Plan for the use of sophisticated artistic styles and editing techniques in creating digital images and photographs.</p>
<b>Skills</b>	<p>Create simple digital artwork using basic software (eg on a touch screen device or IWB).</p> <p>Draw a freehand digital image or use simple shapes such as</p>	<p>Create digital art work by controlling variables eg paintbrush size, colour and layering.</p> <p>Begin to replicate non digital</p>	<p>Create digital artwork which employs a variety of tools and styles, and which may combine digital artwork with digital images – eg montage or collage.</p>	<p>Use sophisticated software which enables techniques to combine and adapt images for a specific mood or impact.</p> <p>Manipulate aperture and</p>	<p>Manipulate images to create original works by using highly sophisticated techniques such as cloning and “airbrushing”.</p> <p>Use transparency and</p>

	<p>rectangles and ovals to construct an image.</p> <p>Take a digital image.</p>	<p>artwork using digital tools.</p> <p>Employ basic camera techniques to include focus, zoom and use of the flash.</p> <p>Begin to apply simple editing to digital images eg crop, or add an effect i.e. sepia or monochrome.</p>	<p>Employ basic rules of taking a successful digital photograph eg rule of thirds and points of interest.</p> <p>Use different camera angles and framings to affect mood.</p> <p>Use reflective surfaces to help to direct and control light from flash photography.</p>	<p>shutter speed to create artistic effects such as short focus, depth-of-field or blurring of long-exposure shots.</p> <p>Create a series of artworks, designed for a specific audience such as a digital gallery and/or art gallery display using suitable digital techniques.</p> <p>Create digital imagery and graphics that can be consumed as part of a larger media production, e.g. graphics in a website; still images as part of a video; illustrations for an ebook.</p>	<p>translucency in conjunction with multi-layered photos to create advanced effects.</p> <p>Engage with individuals outside of the school community as part of a digital art display.</p>
<b>Sharing</b>	Share completed work within the classroom.	Share digital artwork within the school, and seek opinions from teachers and other learners.	Make the artwork available to others within the school community e.g. via a learning platform.	Share digital artwork beyond the school e.g. onto the school website.	Share digital artwork for public consumption online using digital galleries.
<b>Feedback / Evaluation</b>	Express a simple opinion about digital artwork.	<p>Study digital artwork, notice obvious improvements and reproduce if required.</p> <p>Share an opinion, with reasons, on the quality of digital artwork from other learners.</p>	<p>Reflect upon own artwork and evaluate against agreed success criteria.</p> <p>Give useful feedback to other learners about their work e.g. using a survey on a learning platform.</p> <p>Respond positively to feedback from peers and teachers, and make changes to improve.</p>	<p>Evaluate own artwork, evaluating its effectiveness and seek to improve if necessary.</p> <p>Give detailed feedback to other learners about the quality of their artwork.</p> <p>Respond positively to feedback from peers and teachers, and make detailed changes to improve work and to inform the planning of future artwork.</p>	Interact with an online audience using forums or social media, and use feedback from the audience to improve future artwork.

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