

Example work of Year 7 Autumn Term - Art
PROJECT: Seven Ways of Creating an Illusion of Depth

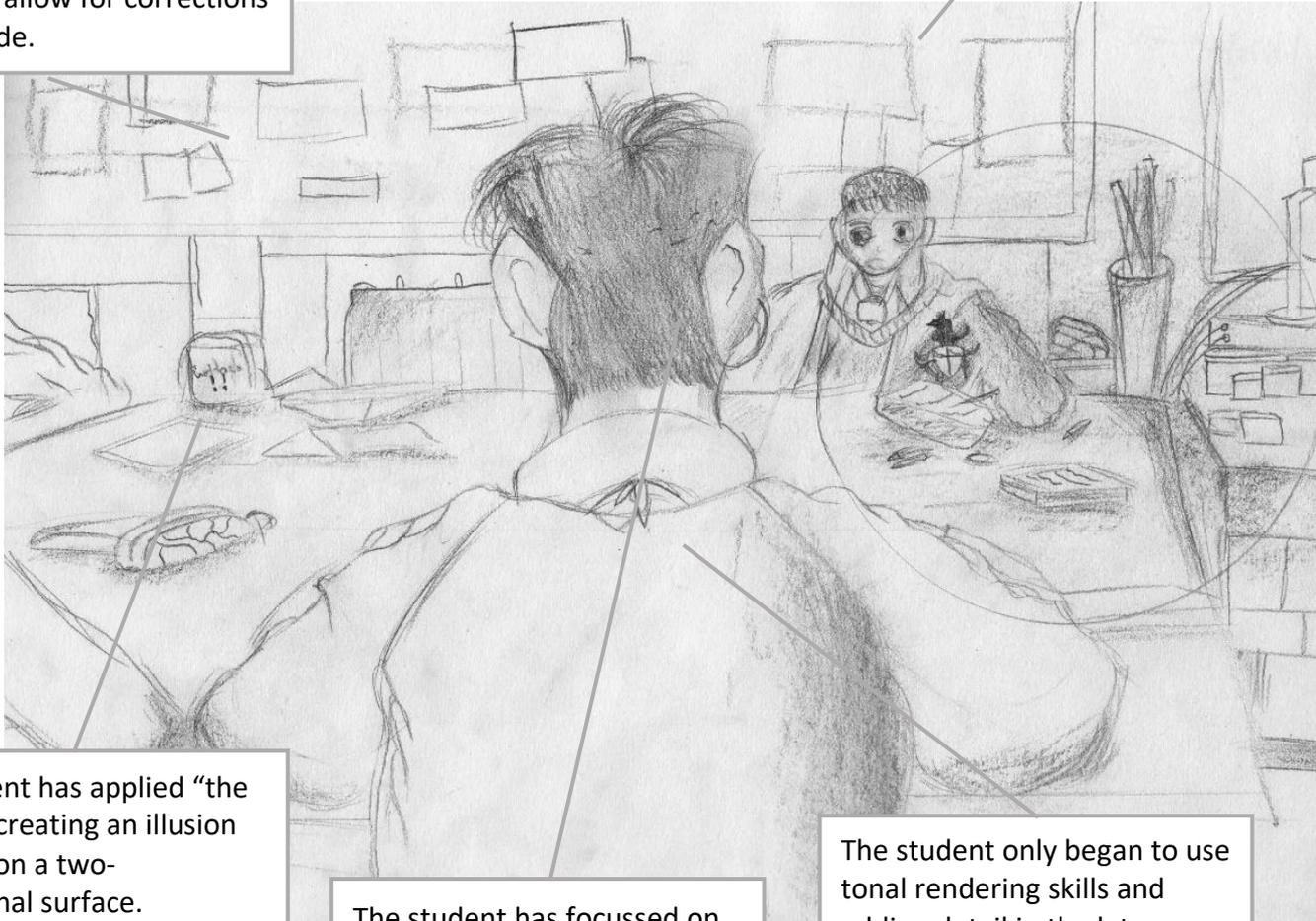
This drawing has been made from direct observation. The student has selected a viewpoint in the Art Studio and drawn the objects within the space, creating an illusion of depth.

This is an example of verbal feedback being provided.

Criteria for Success

The drawing fills the paper.

The drawing was mapped out faintly to allow for corrections to be made.



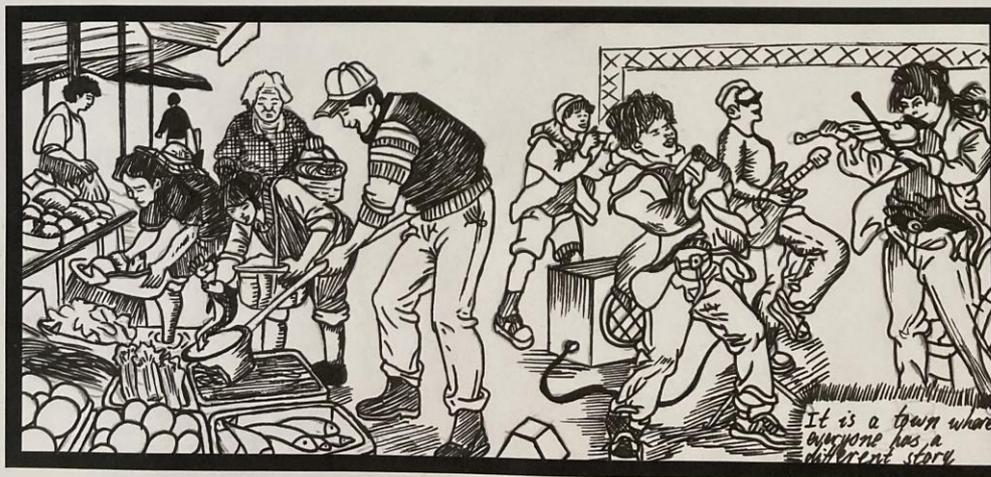
The student has applied “the rules” of creating an illusion of depth on a two-dimensional surface.

The student has focussed on observing what they see and using “visual measuring” in order to correctly define the objects in the space.

The student only began to use tonal rendering skills and adding detail in the later stages of the drawing process.

Formative Feedback and an Assessment Mark is given to the final drawing

Euphemia City



When we *evaluate* our artwork, we are asking: How well did my ideas turn into a finished piece, and what can I learn from it?

You can think of evaluation as **thinking like an artist**, not just making like one.

Evaluation is not about being critical in a negative way. It is about **thinking, learning, and becoming a better artist every time you create.**

TASK ONE - GALLERY WALK

Five minutes audience and artist communication.

TASK TWO - QUESTIONS

Ten minutes, use a green pen.

1 How well does your imagery help develop the main ideas of the story? Explain which examples are most effective and why.

I think my imagery develops the main ideas of the story pretty well as it describes the busy atmosphere of Euphemia, especially the 3rd panel. 2/2

2 How do your repeated visual elements help create theme and mood?

The last panel helps create a busy mood as there are a lot of people and the first panel creates a peaceful mood as there are clear reflections of buildings in the water. 2/2

3 How do your panel choices and page layout guide the way the story is told?

My panels show contrast of the atmosphere of Euphemia during day and night, with the first 2 panels looking peaceful and the last 2 looking busy. 2/2

4 How do your text and images work together to show emotion and meaning?

The 3rd panel shows emotion because there is an a piece of paper given to someone and they don't know what is inside, giving a sense of mystery. 2/2

5 How does your use of tonal rendering add to the emotional impact?

The darker rendering make the night seem more peaceful next to the moon. 2/2

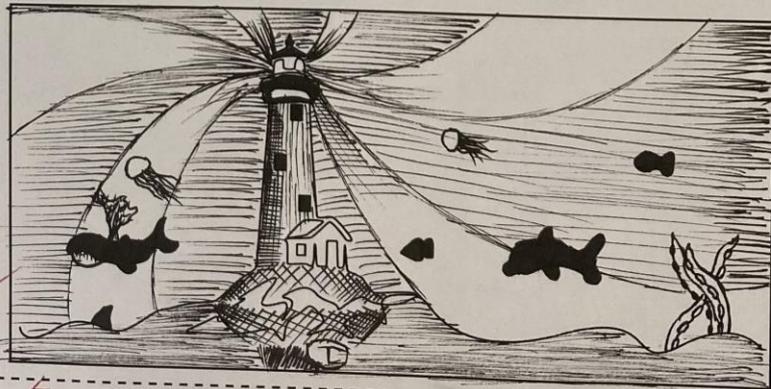
TASK THREE

Using your fineliner pen, add text and rendering to the panel to the right to add a dramatic feeling to the scene

10/10

TOTAL

20



Excellent reflective understanding

20/01/2026.

This is superb storyboarding.
Please try (T1) in one panel.

23/01/26

I will make some lines of objects closer to me thicker and more detailed than the objects that seem further away. For example, if there is a building closer to me, I will thicken the lines and make sure it is more solid than lines from the back.

T1 - Control line weight

- Use thin lines for details and thicker lines with objects closer to the viewer
- This makes the panel look more 3D

Formative feedback is given that the student responds to in written form.

The student has reflected on how to use the target to improve their own drawing skills and has demonstrated improvement, using the feedback given by the teaching staff.