# **Project Proposal form**

Learner Name	Jasmine Cooper	Learner number	78689	
Centre Name	Kingston College	Centre Number	14413	
Teacher Assessor	Doug Lord	Date	09/03/20	
Unit	6 - Application, Exploration and Realisation in Art and Design			
Proposed project title The Garden				

### Section One: Title, objective, responsibilities

Title or working title of project (in the form of a question, commission or design brief)

The Garden

Project objectives (eg, what is the question you want to answer? What do you want to learn how to do? What do you want to find out?):

- Explore how patience is important in the effective creation and development of things you are passionate
- Learn how to make objects appear 3D in a 2D space effectively.
- Explore using traditional and digital media to create an animation with shape and colour.

If it is a group project, what will your responsibilities be?

n/a

## Section Two: Reasons for choosing this project

Reasons for choosing the project (eg, links to other subjects you are studying, personal interest, future plans, knowledge/skills you want to improve, why the topic is important):

At the V&A museum, there was a piece that showed the many stages of a single leaf by Garry Fabian Miller. It portrayed the many stages of a leaf in its life span, conveying how there are many levels of complexity to the journey of something as simple as a leaf's growth. I was able to link this to the idea that, if it takes this much time for a plant to age gracefully and allow Miller to create a fascinating gradient, patience will be key if you want to create something worthwhile and truly reflective of your passion.

My animation will use a garden as symbolism to stress the necessity for patience and care when trying to grow plants. I have chosen this topic because it is simple enough to apply to various life experiences. As well as being used as a way to teach younger audiences about this important value it can also light-heartedly remind older audiences who live day-to-day lives without seeing the bigger picture that patience can lead to the simplest successes that make a bigger impact in the long run.

# Section Three: Activities and timescales Activities to be carried out during the project (eg, research, development and analysis How long this will take: of ideas, writing, data collection, numerical analysis, rehearsal techniques, production meetings, production of final outcome, administration, evaluation, preparing for the Research & Idea generation - 2 weeks presentation, etc): Idea development & Research Idea generation experimentation - 2 weeks Idea development & experimentation Production Production - 6 weeks Feedback Revisions Feedback & Revisions -**Evaluation** 1-2 weeks Evaluation - 1 week

Milestone one: Complete research and idea development.

Target date (set by tutor-assessor):

Milestone two: Complete idea experimentation and establish a plan for the final product.

Target date (set by tutor-assessor):

### Section Four: Resources

What resources will you need for your research, write up and presentation (eg, libraries, books, journals, equipment, rehearsal space, technology and equipment, venue, physical resources, finance):

- A4 sketchbook
- Museums
- Camera

What your areas of research will cover?

Different types of media Colour theory Symbolism in shape and form Comments and agreement from tutor-assessor Yes/No Is the learner taking this project as part of the Diploma? If yes, which Diploma are they taking? Comments (optional): Is project derived from work which has been/will be submitted for another qualification? Yes/No Which qualification (title and unit)? Comments (optional): I confirm that the project is not work which has been or will be submitted for another qualification and is appropriate. (date) Agreed: (name) Comments and agreement from project proposal checker

Comments (optional):		
I confirm that the pro	eject is appropriate.	
Agreed:	(name)	(date)
<u>Date</u>	Tasks - What have I done?	Resources/Techniques
FMP brief released and made available on Moodle	I have read through the brief and started to consider ideas for my FMP.	
	HALF TERM 17/02/20 21/02/20	
24.02.20 Research	Visit Museums Research trip. Wednesday 26th 9:00 to 15:00	
02.03.20 Research	Completion of Project Proposal Form Pitch and presentation of idea/concept.	
	Tuesday 03/02/20 Idea pitch meeting with teaching staff	
09.03.20 Research		
16.03.20 Research		
23.03.20		
Idea development Experimentation		
30/03/20 Idea development Experimentation		
6/04/20 Realisation	Easter Holiday	
13.04.20 Realisation	Easter Holiday	
20.04.20 Realisation		
27.04.20 Realisation		

**04.05.20**Realisation

11.05.20 Evaulation		
18/05/20 Submission date	Submission of FMP	
25/05/20	HALF TERM - Monday 25th May - Friday 29th May	
01/06/20 Prepare exhibition	Painting boards – moving boards – printing out work – setting up work on boards	Spray mount Mounting boards Cutting knives Cutting boards
08/06/20 End of year Exhibition	PRIVATE VIEW WEDNESDAY 10th 16:00 to 19:00	
15/06/20	Catch up time for missing / incomplete work/ improving grades	
GRADUATION	Catch up time for missing / incomplete work/ improving grades	End of course, Friday 26/06/20