

NATURE PAINTING RUBRIC – GRADE 9 Visual Arts

Expectations	Mark
<p><i>Planning component: PLANNING SKETCH IN SKETCHBOOK!</i></p> <ul style="list-style-type: none"> ● GRID ● DETAIL ● Consideration of Elements and Principles of Design: animal is large subject matter. ● LINE, SHAPE, COLOUR, VALUE, TEXTURE, SPACE, BALANCE ● BALANCE, VARIETY, UNITY, MOVEMENT, RHYTHM, SPACE, PATTERN ● Shading and colouring is supportive of drawing and accurate to photograph. ● LINE, SHAPE, COLOUR, VALUE, TEXTURE, SPACE, BALANCE 	/25
Watercolour paper	
<p>Modelling of form – The animal appears to be in the right proportion and is painted in a 3D form with highlights and shadows.</p>	/25
<p>Painting techniques:</p> <ul style="list-style-type: none"> ● Paints background first. ● Use of techniques such as dry brush to provide texture, variety and varied effects. ● Texture is accurately rendered in the animal and the vegetation. 	/25
<p>Colour matching: Accurate mixing of colours for similarity comparison to original photograph</p>	/20
<p>Reflection: Complete the project reflection worksheet, please.</p>	/5
TOTAL	/100

