

## Active Revision – 3D Art

### Assessment Point – Year 11 Exam

Research shows that students who do frequent chunks of revision across all 3 stages of revision below are more likely to reach their full potential.

- ✓ Upload – consolidate your knowledge
- ✓ Process – active retrieval practice
- ✓ Download – apply your knowledge



upload



process

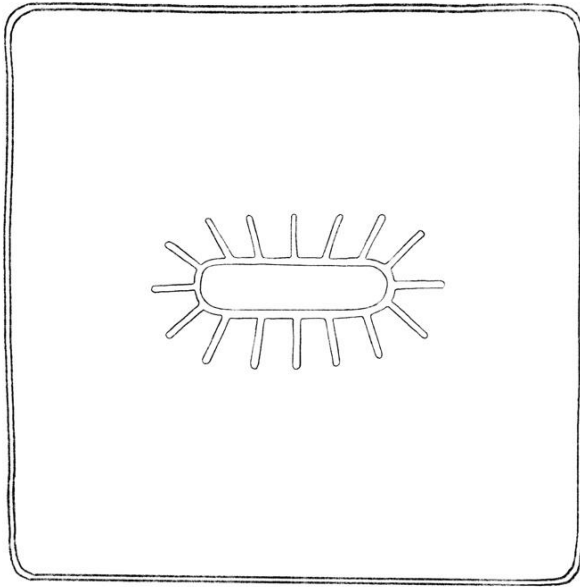


download

TOPIC: Theme set by the exam board. Released in January 2026

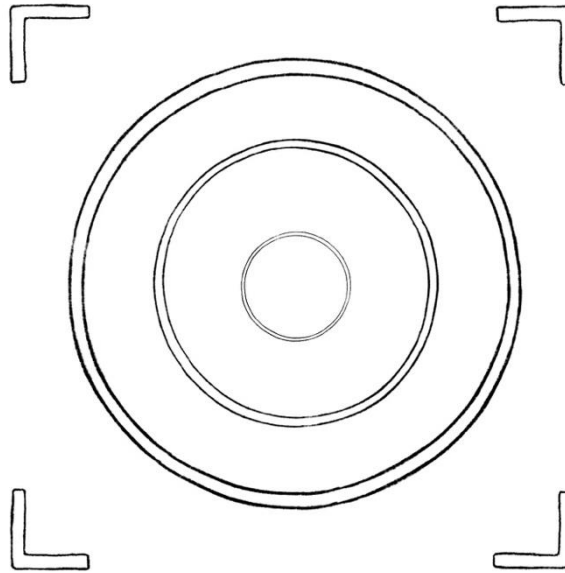
- Develop Ideas
- Explore and Refine
- Record Ideas
- Refine and Present

- Use a **spray map** to note your thoughts and capture a full range of ideas about your chosen theme



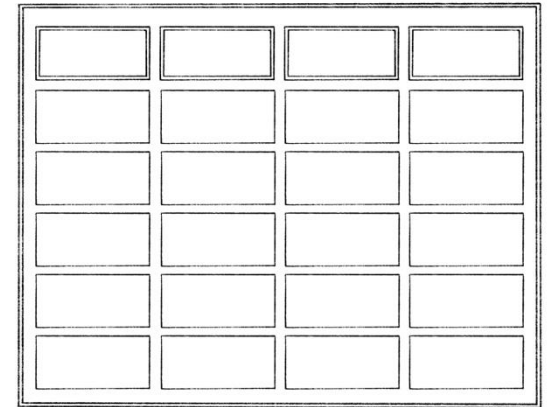
- Use <https://www.thisiscolossal.com/> and <https://www.art2day.co.uk/artist-search.html> to identify artists who could inspire your practical investigation and ideas. Reflect on specific areas of their concepts or practice which will influence the direction of your own work. Use the 'artist reference prompts' worksheet to guide your written analysis.
- **Read and reflect** on the responses you have in your sketchbook, along

- Use a **target map** to categorise your most relevant ideas and research all the way through to the least relevant. Develop the ideas you have indicated are 'more or most relevant'



- **Record** (draw, sketch, paint, collage, photograph...) the items you have selected as more or most relevant on your target map. Use the '**show me what you see**' and '**nothing is the same**' worksheets to guide your approach
- **Explore** the potential of materials to convey meaning as you draw and design (pencil, oil pastel, paint, wax crayon, ink, pens...)

- Use the **idea box** template to identify the main components of your concluding designs. Hone in on each identified area and specify their qualities



- **Practice** the clay skills you will use in your assessment by making a model in timed conditions (suggested, 5-hours)
- **Adapt** your design/s so that you are sure that it is both achievable in the set time (10-hours) and sufficiently ambitious to showcase your making skills

with your feedback and targets.  
**Ensure you have actioned these.**

- **Test** the potential of your designs by making small models and clay forms based on the items you have selected as more or most relevant on your target map
- **Create** designs (on paper, or through making in three dimensions) in which you refine a concept you have developed.
- **Annotate** your designs to highlight your ideas and to make the connections to the work of artists clear.
- Use the '**reflect on work prompts**' worksheet to guide your developing ideas