

Exercise walk-through

5.6

Developing Ideas Over Time

AP 2-D Art and Design

What we will cover

- 1 The sustained investigation
- 2 Practice experimentation revision
- 3 Synthesis
- 4 Demonstrating 2-D skills
- 5 Composition & craft
- 6 Developing ideas over time

The Sustained Investigation

Big Idea 2 is about **making**. Its heart is the **Sustained Investigation** – a body of work exploring **one** question in depth over time.

- guided by **questions**, and it develops as you make
- shows practice, experimentation and revision – **not** unrelated pieces
- the 2-D section is **15 images** plus written evidence

A clear, focused inquiry gives the whole body of work direction and **coherence**.

Practice builds skill



repeat



the body of work grows stronger over time →

AP Art 2-D · Make · practice / experimentation / revision drive development

Practice builds skill, experimentation tries new possibilities, and revision improves the work – repeated across the body of work

Exercises 2.1·2.2

2.1 A sustained investigation shows development when each work

[1]

☐

A repeats the previous one exactly

B responds to and pushes the previous one further

C ignores the others

D is unrelated

2.2 Explain how earlier works should inform later ones.

[2]

Exercises 2.1-2.2

2.1 A sustained investigation shows development when each work

[1]

☐

A repeats the previous one exactly

B responds to and pushes the previous one further

C ignores the others

D is unrelated

2.1 B

- development = each work builds on the last

2.2 Explain how earlier works should inform later ones.

[2]

2.2

- what you learn/experiment in one work shapes the choices and questions of the next

Exercise 2.3

2.3 State why making the same work repeatedly is not development.

[1]

3 Studio & portfolio tasks

3.1 Show a **development sequence**.

(a) Thumbnail three works in order and note how each advances from the one before. [3]

3.2 Plan the next step.

(a) Given your latest work, note the question it raises and thumbnail the next work. [3]

Exercise 2.3

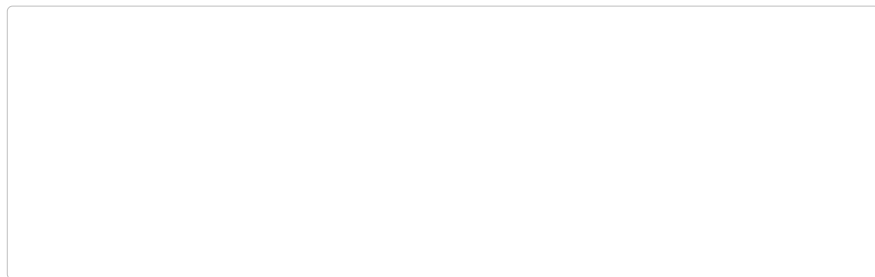
2.3 State why making the same work repeatedly is not development.

[1]

3 Studio & portfolio tasks

3.1 Show a **development sequence**.

(a) Thumbnail three works in order and note how each advances from the one before. [3]



3.2 Plan the next step.

(a) Given your latest work, note the question it raises and thumbnail the next work. [3]

2.3

- it shows no growth, experimentation, or new thinking

3.1

Full solution 2.3

2.3

- it shows no growth, experimentation, or new thinking

3.1

- Look for: three works in a clear evolving order (2); each advance explained (1)

3.2

- Look for: a genuine question drawn from the last work (1); a next work that responds to it (2)