

Exercise walk-through

6.6

Developing Ideas Over Time

AP Drawing

What we will cover

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

The Sustained Investigation

Big Idea 2 is about **making**: a body of work exploring **one** question in depth over time.

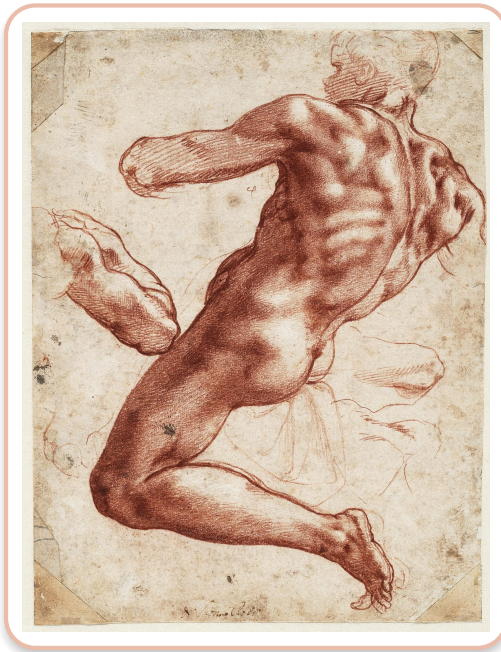
- guided by **questions**, and it develops as you draw
- **15 images** plus written evidence
- shows practice, experimentation and revision – **not** unrelated pieces

Build the portfolio as a **story**: image 1 states the question, the middle images **test and turn**, the late images **answer with authority**. Scorers read the **sequence**.

Practice, experimentation and revision

- **Practice** – repeated work to build **skill**
- **Experimentation** – trying new materials to **discover**
- **Revision** – changing work after **reflection or feedback**

Submit process images **on purpose**:
journal spreads and **revision pairs** make
the three actions undeniable.



Michelangelo study: practice builds visible skill

Exercises 2.1·2.2

2.1 The rubric rewards development, meaning the works show

[1]

☐

A repetition

B growth over time

C identical skill

D more colour

2.2 Why is a set of 15 near-identical skilful drawings a problem?

[2]

Exercises 2.1·2.2

2.1 The rubric rewards development, meaning the works show

[1]

☐

- A repetition
- B growth over time
- C identical skill
- D more colour

2.1 B

- development = visible growth of the inquiry

2.2 Why is a set of 15 near-identical skilful drawings a problem?

[2]

2.2

- it shows repetition, not development; the rubric scores development, so each work should move a variable

Exercise 2.3

2.3 Name two genuine development moves.

[1]

3 Studio & portfolio tasks

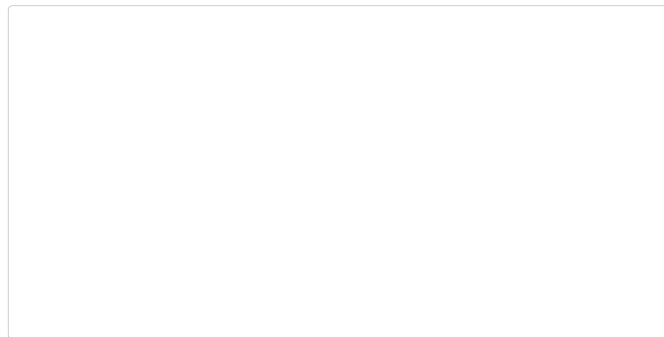
3.1 Storyboard the **development** of one inquiry across time.

(a) Draw a first work and a much later work that could not have been the first.

[3]

(b) Label the variable(s) you moved between them.

[2]

A large, empty rectangular box with a thin black border, intended for the student to draw their storyboard.

3.2

() Take one motif and show three variations (scale, viewpoint, medium).

[2]

Exercise 2.3

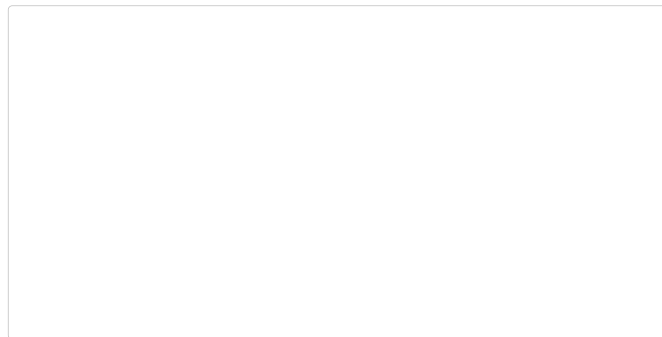
2.3 Name two genuine development moves. [1]

3 Studio & portfolio tasks

3.1 Storyboard the **development** of one inquiry across time.

(a) Draw a first work and a much later work that could not have been the first. [3]

(b) Label the variable(s) you moved between them. [2]



3.2

() Take one motif and show three variations (scale, viewpoint, medium). [2]

2.3

- any two of: change scale, change viewpoint, combine works, push a variable to its extreme

3.1

Full solution 2.3

2.3

- any two of: change scale, change viewpoint, combine works, push a variable to its extreme

3.1

- a clear early and late state; genuine growth, not repetition; the late work impossible as the first; labelled variables

3.2

- one recognisable motif; three genuinely different variations