

6.2 Practice, Experimentation, and Revision

Name: _____ Class: _____ Date: _____ **Total: 10 marks**

KEY WORDS revision 修改 • experimentation 实验 • practice 练习 • revision pair 修改前后对比
• scale 尺度

Objective

Show **practice** 练习, **experimentation** 实验, and **revision** 修改 as visible evidence.

You must be able to:

- repeat a skill to build reliability (practice)
- test something new without needing success (experimentation)
- change existing work on purpose (revision)
- keep and annotate the failures

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ **Three engines**

Practice repeats until reliable; experimentation tests the unknown; revision changes existing work on purpose.

■ **Show all three**

Scorers must *see* them — a revision pair (first / revised, with a note) is classic evidence.

■ **Keep failures**

An annotated failed experiment is stronger than an unexplained success.

2 Practice

2.1 Returning to a finished work and changing it on purpose is [1]

- | | |
|---|---|
| A | B |
| C | D |
- A practice
B experimentation
C revision
D framing

2.2 Why keep and annotate failed experiments? [2]

2.3 What makes a good 'revision pair'? [1]

3 Studio & portfolio tasks

3.1 Make a **revision pair** from one of your drawings.

(a) Show the first state, then a deliberately revised state. [3]

(b) Write one sentence naming the change and its reason. [1]

3.2

() Run one **experiment** (new tool/surface/scale) and keep the result even if it fails. [2]