| What should I know already?	What will I know by the end of the unit?
- To record and collect visual information using digital cameras and video recorders. - To use a graphics package to create images and effects. - To increase control and precision of brush tools when drawing lines. - To change brush tool type to an appropriate style e.g. charcoal. - To create shapes by making selections to cut, duplicate and repeat. - To experiment with colours and textures by making an appropriate choice of special effects and simple filters, to manipulate and create images.	- To record, collect and store visual information using digital cameras and video recorders. - To present recorded visual images using software. - To use a graphics package to create and manipulate new images. - To be able to import an image (scanned, retrieved, taken) into a graphics package. - To understand that a digital image is created by layering. - To create layered images from original ideas (sketchbooks etc.). - To use digital images with mixed media.

Focus artist:

Robert Rauschenberg

(1925 – 2008) Robert Rauschenberg was a painter, sculptor, and graphic artist known for helping to redefine American art in the 1950s and '60s, providing an alternative to the then-dominant aesthetic of Abstract Expressionism. Being a painter and a sculptor, many of his works were a combination of the two, but he also worked with photography, printmaking, papermaking and performance. His approach was sometimes called "Neo-Dada".

Focus artwork:

Retroactive 1 (1963)

Timeline:
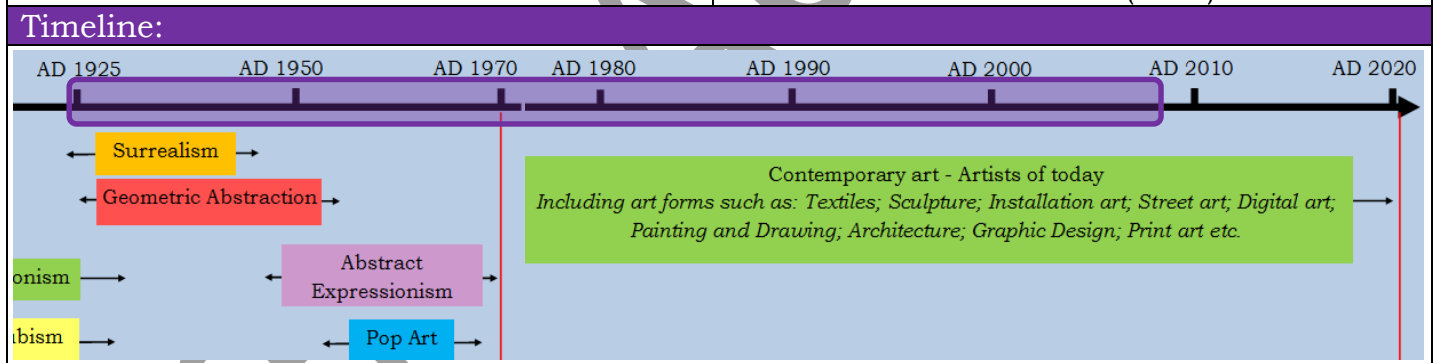
Vocabulary I will need to know:

Abstract expressionism	A form of abstract art characterised by gestural brush-strokes or mark-making, and the impression of spontaneity (acting on impulse or emotion).
Neo-Dada	Art that favoured the usage of mass media and found objects, and rebelled against the art world.
Collage	A piece of art made by sticking various different materials such as photographs and pieces of paper or fabric on to a backing.
Image	An image composed of picture elements, also known as pixels.
Pixel	A single point (usually square) in a picture. Each pixel in an image has a colour.
Overlay	To place an image over the top of another image.
Resize	To alter the size of (something, especially a computer window or image).
Canvas	The background on which one draws digital elements (lines, shapes etc.).
Rotate	To move or cause to move in a circle round an axis or centre.
Layer	The different levels at which one can place an object or image file. Layers can be stacked, merged, or defined when creating a digital image.
Duplicate	To make an exact copy of something, such as a digital image.
Merge	To combine together.
Crop	A button/tool used to cut out parts of a picture.
Cut-out	A button/tool used to cut out that which has been selected.