

Year 7 ISP: "The Sea"

Brief:

In this project you will have the opportunity to discover different aspects of the sea. You can create your project around **any industry** such as sustainable fishing, fishing boats, sea rescue, jobs on the sea, festivals of the sea, tourism, holidays by the sea, campaigns, global warming, new or extinct species, wildlife or people etc.

Be as **imaginative** as you can and to **challenge yourself** to **develop your creative skills**. This could include skills such as: drawing, taking photos, graphic design, making clothes/bags etc, making models or 3D sculptures, inventing food and juice recipes for example, or recording music and developing presentation and communication skills.

Objectives:

- To research an international or local aspects of the sea in depth
- To create personal responses in your chosen materials

You should first choose ONE brief. Tasks 1 – 3 will be shared with your teachers the week beginning the 22nd May so support can be given and progress checked. You will then complete the other tasks in the brief with a final hand in date of week beginning the 19nd June.

It is really important that you look at the marking criteria, which your teacher will go through with you.

PERFORMANCE (MUSIC AND DRAMA):

Tasks: (we suggest you spend a minimum of an hour a week for each task)

Task	Content	Completed
1	<ul style="list-style-type: none">• Write an introduction to your project stating your aims and what you want to achieve.• Write down the targets you were set in your last ISP and say how you will meet them.• Research an aspect of the sea that you are interested in.• Include at least 5 interesting pieces of information about them e.g. sustainable fishing etc.	
2	<ul style="list-style-type: none">• Create a playlist inspired by the sea. The songs may or may not refer to the sea, but might make you think about the sea or the beach. Write a justification as to why you have chosen each track, and how you link them to the sea• Create a CD cover for your playlist, choosing appropriate imagery for it.	
3	<ul style="list-style-type: none">• Create a set design for a stage play inspired by or based on the sea. The play could be real (e.g The Tempest/ Little Mermaid) or one you make up. You should draw your design, colour and label. You could build your set in a shoebox if you wish.	
4	<ul style="list-style-type: none">• Create a sound-scape, OR a film, OR a piece of music, OR write the lyrics to a song inspired by the sea. You may want to draw attention to issues related to the sea that you have found out as a result of your research, or might want to recreate the mood of the sea. (e.g in a storm)	
5	<ul style="list-style-type: none">• Research a job role/career within your chosen creative area. This could be someone famous or someone you know and can talk to. You must include, who they are, what they do, what they get paid, what qualifications they need to do the job. Explain what you like about the job and why you might enjoy doing it.	
6	<ul style="list-style-type: none">• Evaluate your project. Ask friends/family members about your areas of success and areas for improvement.• Self-evaluate your project. Comment on your own success and targets. What did you enjoy/didn't you enjoy and why? What skills have you learnt?	

ART:

Tasks: (we suggest you spend a minimum of an hour a week for each task)

Task	Content	Completed
1	<ul style="list-style-type: none">• Write an introduction to your project stating your aims and what you want to achieve.• Write down the targets you were set in your last ISP and say how you will meet them.• Research an aspect of the sea that you are interested in.• Include at least 5 interesting pieces of information about them e.g. sustainable fishing etc.	
2	<ul style="list-style-type: none">• Create an information leaflet on the aspect of the sea you have chosen. E.g. Historical, cultural, political or economic issues• Present your work as a visual display including drawings, graphics, collages, models and/or your own photography	
3	<ul style="list-style-type: none">• Create a campaign poster for your research. This could be for or against a cause for example. Make people aware of this aspect of the Sea.	
4	<ul style="list-style-type: none">• Create an A4 drawing or painting (including detail, tone and colour) that represents the area of the sea you have chosen.• Write a newspaper article about an event related to your research or an experience you have had related to your research.	
5	<ul style="list-style-type: none">• Research a job role/career within your chosen creative area. This could be someone famous or someone you know and can talk to. You must include, who they are, what they do, what they get paid, what qualifications they need to do the job. Explain what you like about the job and why you might enjoy doing it.	
6	<ul style="list-style-type: none">• Evaluate your project. Ask friends/family members about your areas of success and areas for improvement.• Self-evaluate your project. Comment on your own success and targets. What did you enjoy/didn't you enjoy and why? What skills have you learnt?	

Product Design:

Tasks: (we suggest you spend a minimum of an hour a week for each task)

Task	Content	Completed
1	<ul style="list-style-type: none">• Write an introduction to your project stating your aims and what you want to achieve.• Write down the targets you were set in your last ISP and say how you will meet them.<ul style="list-style-type: none">• Research an aspect of the sea that you are interested in. Include at least 5 interesting pieces of information about them e.g. sustainable fishing etc.	
2	<ul style="list-style-type: none">• Moodboard. Create a colourful collage of images associated with 'The Sea'. This needs to include products inspired by the sea, food made using ingredients from the sea, and images of the sea/sealife.	
3	<ul style="list-style-type: none">• Existing products. Research into products which have the theme of the sea.• Choose 2 of these products and analyse them, make detailed comments about, what are they made from, who would buy them, how much do they cost, what makes them 'Sea' themed?	
4	<ul style="list-style-type: none">• Initial ideas Design a product (you will need to show a wide range of ideas) which is themed on 'The Sea', try and draw in 3d, and use colour.• Add notes to your design, what would they be made from, who would buy them, how would they be made, what makes them 'Sea' themed? <p>Extension – Make your final design; don't forget to photograph you making it and the final outcome if it is food.</p>	
5	<ul style="list-style-type: none">• Research a job role/career within your chosen creative area. This could be someone famous or someone you know and can talk to. You must include, who they are, what they do, what they get paid, what qualifications they need to do the job. Explain what you like about the job and why you might enjoy doing it.	
6	<ul style="list-style-type: none">• Evaluate your project. Ask friends/family members about your areas of success and areas for improvement.• Self-evaluate your project. Comment on your own success and targets. What did you enjoy/didn't you enjoy and why? What skills have you learnt?	

CATERING

Tasks: (we suggest you spend a minimum of an hour a week for each task)

Task	Content	Completed
1	<ul style="list-style-type: none"> • Write an introduction to your project stating your aims and what you want to achieve. • Write down the targets you were set in your last ISP and say how you will meet them. • Research seafoods, and how they are caught/ gathered either here in Cornwall, or elsewhere in the world. • Include at least 5 interesting pieces of information about them. 	
2	<ul style="list-style-type: none"> • Create a sea based menu for a three course meal. Your menu should include food that is either taken from the sea, or inspired by the sea. 	
3	<ul style="list-style-type: none"> • Cook one item from your three course menu for someone at home. Take photos of you making it and photos of the end product. 	
4	<ul style="list-style-type: none"> • Either cook the dish you previously cooked and make improvements to it. Or cook a different dish from your menu. Again take photos of your making it and photos of the end product. Get feedback from the people that eat it. 	
5	<ul style="list-style-type: none"> • Research a job role/career within your chosen creative area. This could be someone famous or someone you know and can talk to. You must include, who they are, what they do, what they get paid, what qualifications they need to do the job. Explain what you like about the job and why you might enjoy doing it. 	
5	<ul style="list-style-type: none"> • Evaluate your project. What are your areas of success and areas for improvement. • Self-evaluate your project. Comment on your own success and targets. What did you enjoy/didn't you enjoy and why? What skills have you learnt? 	