

2.5 Pattern and Repetition

Name: _____ Class: _____ Date: _____

Total: 10 marks

Objective

Build the skills to use **pattern** 图案 and **repetition** 重复 with purpose.

You must be able to:

- define **repetition** 重复 and **pattern** 图案
- distinguish **regular** 规则 from **irregular** 不规则 pattern
- use repetition to create unity
- vary a pattern to avoid monotony

1 Worked examples

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

■ Repetition and pattern

Repetition repeats an element; a **pattern** is a repeated arrangement. Both create **unity** and rhythm.

■ Regular vs irregular

A **regular** pattern repeats identically (tiles); an **irregular** pattern varies spacing or form for a livelier feel.

■ Purposeful variation

Pure repetition can be monotonous —a break or variation in the pattern creates emphasis and keeps interest.

2 Practice

2.1 A repeated arrangement of shapes across a surface is a

[1]

- A focal point
 - B pattern
 - C value scale
 - D vanishing point
-

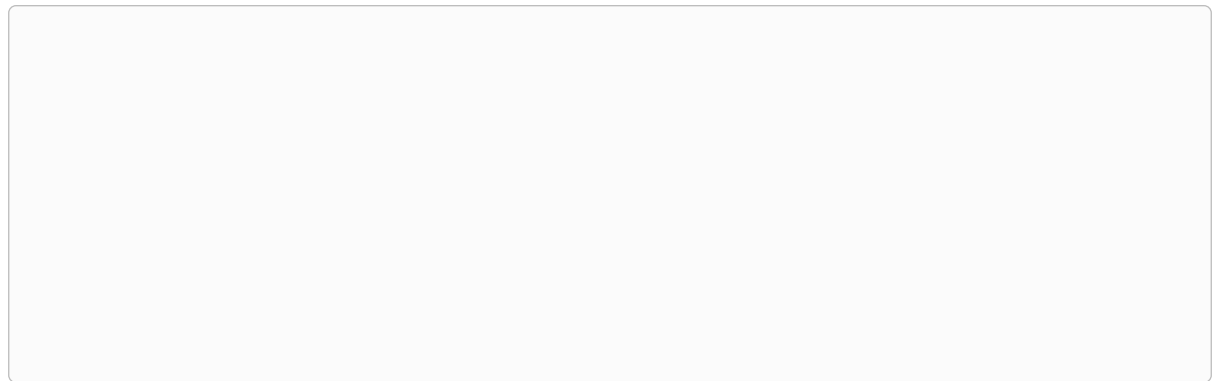
2.2 Explain how repetition creates unity. [2]

2.3 State one way to keep a pattern from becoming monotonous. [1]

3 Studio & portfolio tasks

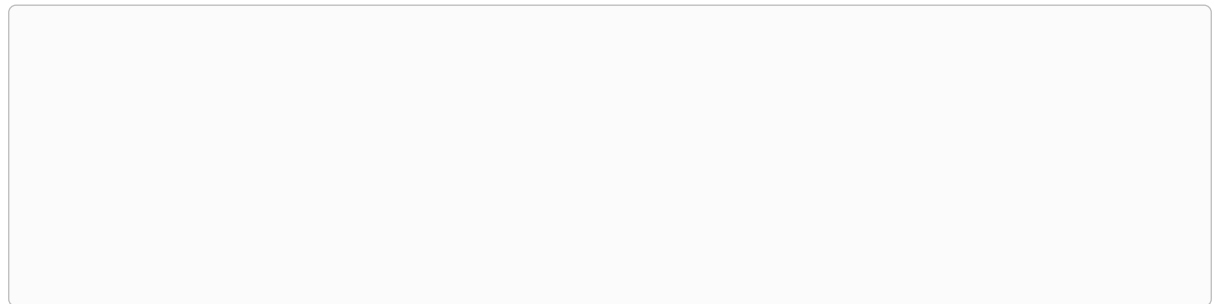
3.1 Design a **pattern tile** and repeat it.

(a) Draw one motif, then repeat it into a small regular pattern. [3]



3.2 Break a pattern for emphasis.

(a) Take your pattern and vary one unit to create a focal point. [3]



4 Go further

- work through the **2.5 Pattern and Repetition** lesson on the **Learn** page;
- read the **Principles of Design** section of the AP 2-D Art and Design handout on the **Know** page.

Solutions

2.1 B. a repeated arrangement is a pattern.

2.2 the repeated element ties areas together; the work feels consistent and whole.

2.3 vary spacing, size, or colour / introduce a deliberate break.

3.1 Look for: a clear repeatable motif (1); consistent repetition forming a readable pattern (2).

3.2 Look for: the varied unit clearly stands out (2); the surrounding pattern stays unified (1).