



Rewarding Learning

GCSE
Art and Design

**STUDENT
GUIDE**

INTRODUCTION

Our GCSE in Art and Design gives you opportunities to actively engage in the creative process of art, craft and design to develop as an effective and independent learner.

You will have the freedom to explore many art, craft and design skills and processes throughout the two components of this course.

You will develop core knowledge, understanding and skills through your own exploratory work and the research of others' work. There will be a focus on drawing as it is fundamental to the creative process in all art, craft and design disciplines.

Assessment will take place at the end of your course.

WHY STUDY ART AND DESIGN?

Core knowledge and understanding

You will explore and develop understanding of:

- how artists, craftspeople or designers, contemporary and historical and from a range of periods, societies and cultures approach their work;
- how to communicate meanings, ideas and intentions in your artwork; and
- the creative and cultural industries.

Core skills

You will:

- develop your ideas through investigating images and artists;
- learn how to use different media, materials, techniques, processes and technologies to create art and design;
- refine your work through experimentation; and
- organise your work as it progresses and use specialist art vocabulary.



WHAT WILL I STUDY?

COMPONENT	AREAS OF STUDY
Component 1 Part A: Exploratory Portfolio	<p>You will experiment in some of the following disciplines.</p> <ul style="list-style-type: none">• Fine art – drawing and painting• Fine art – sculpture• Fine art – printmaking• Textiles• Ceramics• Graphic design• Photography• Moving image or animation• Digital media• 3D design <p>You must explore at least two disciplines.</p> <p>You will explore the processes and contexts of practitioners.</p> <p>Throughout Part A you will learn how to use the formal visual elements of art and design, including:</p> <ul style="list-style-type: none">• colour;• line;• shape;• form;• texture;• tone; and• pattern.
Part B: Investigating the Creative and Cultural Industries	<p>You will complete one practical task, set by your teacher. You will build on the knowledge and skills gained in Part A.</p> <p>You will learn about the different roles and work practices used in the production of art, craft and design in the creative and cultural industries. This may include practical opportunities, for example workshops, museum visits, gallery visits or collaborating on a project.</p> <p>You will document your research and use drawing to support the development of your work.</p> <p>You will produce an outcome.</p>

WHAT WILL I STUDY?

COMPONENT	AREAS OF STUDY
Component 2: Externally Set Assignment	<p>You will complete work in response to a stimulus paper we release in the final year of your course.</p> <p>You will complete at least 20 hours of preparatory work in response to the theme in the paper.</p> <p>You will also produce and complete a final outcome based on your preparatory work within a set period of 10 hours under exam conditions.</p>

HOW WILL I BE ASSESSED?

COMPONENT	ASSESSMENT DESCRIPTION	WEIGHTING
Component 1	Controlled Assessment	60%
Part A: Exploratory Portfolio Part B: Investigating the Creative and Cultural Industries	Portfolio of experimental work Teacher assessed, moderated by us 50 marks (25%) Personal Outcome or Design Solution Teacher assessed, moderated by us 70 marks (35%)	
Component 2: Externally Set Assignment	Controlled Assessment Preparatory Work and a Final Outcome Teacher assessed, moderated by us 80 marks	40%



Component 1

**Part A
Portfolio**



**Personal
Outcome**

60%



Component 2

**Preparatory Work
and a Final Outcome**

40%

WHAT CROSS-CURRICULAR SKILLS, THINKING SKILLS AND PERSONAL CAPABILITIES WILL I DEVELOP?



CROSS-CURRICULAR SKILLS AT KEY STAGE 4 COMMUNICATION, USING MATHEMATICS AND USING ICT

You will have opportunities to develop your communication skills and use mathematics and ICT in a variety of ways, for example:

- using written or visual language of art and design or making a personal response informed by contextual understanding;
- estimating quantities of materials required and costing a design; and
- using digital graphic design, website design, video art, animation, social media and experimenting with relevant software to help explore and realise creative intentions.

THINKING SKILLS AND PERSONAL CAPABILITIES AT KEY STAGE 4 SELF-MANAGEMENT, WORKING WITH OTHERS AND PROBLEM SOLVING

You will be encouraged to, for example:

- record ideas, responses, intentions and outcomes in coherent forms such as sketchbooks, journals, photographs or blogs;
- plan your 10 hour examination period;
- share resources and consider others; and
- respond to the demands, constraints and parameters of set briefs, projects or commissions.

WHAT CAN I DO WITH A QUALIFICATION IN ART AND DESIGN?

You could progress to our A level qualifications in Art and Design or History of Art and other related courses. You may go on to become a practising artist, designer or architect and contribute to the economy as part of the fast-growing creative and cultural industries. Students of Art and Design develop valuable transferable skills, which are sought after by many colleges and universities, employers and industry leaders. These practical skills and the ability to solve problems and think creatively will be used throughout your life.

