

GCSE Fine Art

Overview

Introduction to GCSE Art

The GCSE Art and Design course follows the **KS4 National Curriculum**, ensuring students develop creative, technical, and analytical skills through a broad and engaging program. The curriculum emphasizes:

- **Personal expression** and creative exploration.
- **Critical understanding** of historical and contemporary art.
- **Technical proficiency** in a range of artistic mediums.
- **Independent project development**, preparing students for further study or careers in creative industries.

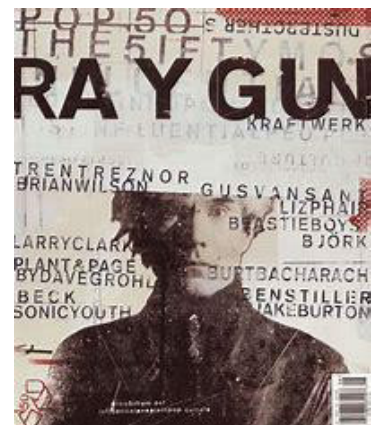
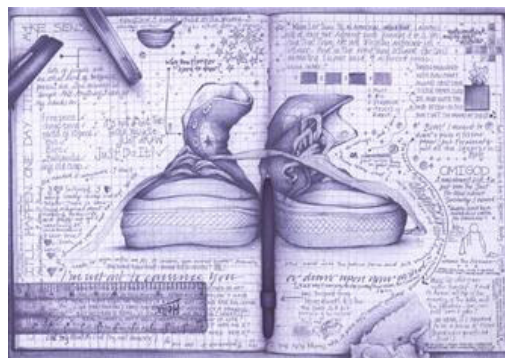
Students will work towards meeting the **assessment objectives** outlined by the Department for Education, which include:

1. **Developing ideas** through investigations and contextual studies.
2. **Refining techniques** by experimenting with materials and processes.
3. **Recording observations** through drawing, photography, and annotation.
4. **Presenting a final outcome** that demonstrates personal engagement and skill.

Project Overview: A-Z of Self

The *A-Z of Self* graphics project serves as an engaging introduction to the GCSE course, allowing students to explore their personal interpretation of “self” as a creative reference point.

Students will study the relationship between text and image throughout art history, starting with *The Book of Kells* and progressing to contemporary artists such as Andrea Joseph.



Building on

At the start of the year we build upon the fundamental skills acquired in KS3, particularly the portrait studies in Year 9. A structured approach to material exploration—design layout, drawing, and development into various mediums—ensures continuity from previous learning.

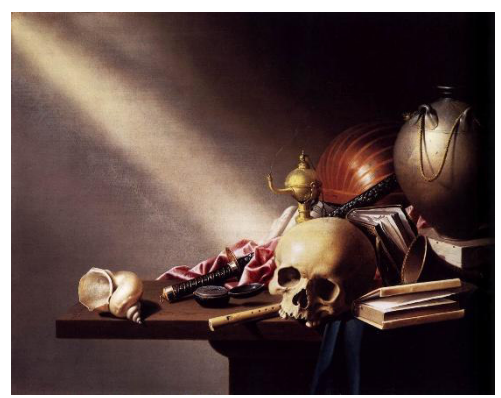
Additionally, students will practice working to a brief, following guidelines while incorporating their own unique interpretations.



Project Overview: Still Life

The *Still Life* project focuses on the development of observational drawing skills, encouraging students to explore scale, techniques, and personal creative responses.

Students will refine previous drawing skills developed in the *A-Z of Self* project, using references from their KS3 studies, particularly the observational techniques covered in Year 8.



Through the exploration of still life, students will:

- Study the history and storytelling elements within still life artworks. Develop an understanding of proportion and composition.
- Experiment with colour, texture, and tone.

- Explore mono printing techniques, with opportunities to complete lino-cut prints.

This project also incorporates colour, texture, and tone within a portraiture context, further strengthening students' ability to apply these artistic principles across different forms.

Assessment and Progression

Students will be assessed through two components a coursework portfolio **and an externally set assignment**, which will contribute to their overall GCSE grade.

Component 1: Portfolio

What's assessed

A portfolio that in total shows explicit coverage of the four assessment objectives. It must include a sustained project evidencing the journey from initial engagement to the realisation of intentions and a selection of further work undertaken during the student's course of study.

How it's assessed

- No time limit
- 96 marks
- 60% of GCSE

Non-exam assessment (NEA) set and marked by the school/college and moderated by AQA during a visit. Moderation will normally take place in June.

Component 2: Externally set assignment

What's assessed

Students respond to their chosen starting point from an externally set assignment paper relating to their subject title, evidencing coverage of all four assessment objectives.

How it's assessed

- Preparatory period followed by 10 hours of supervised time
- 96 marks
- 40% of GCSE

Non-exam assessment (NEA) set by AQA; marked by the school/college and moderated by AQA during a visit. Moderation will normally take place in June.

The course encourages independent thinking, problem-solving, and creative risk making, preparing students for further education in **A-Level Art, Design, Photography**, or a wide variety of creative pathways.