



Welcome  
to Art &  
Design  
GCSE.

# How will I be assessed?



Over the two year course you will be assessed against our 4 assessment objectives for both your **coursework (60%)** and your final **exam (40%)**.

A01- Artists research and analysis.

A02- Experimenting with a range of materials.

A03- Ideas, photography and drawing.

A04- Final outcomes and links back through your A01-3.

## Exam information:

You will start your exam project in January of year 11.

Exam time: **10 hours** to make a final outcome.

# Career Links

The creative industries are one of the **fastest growing parts of the UK economy**. Opting for one of our visual arts courses can open the door to a career in **architecture, games design, art therapy, illustration, web design, interior design, photography, fashion design, fashion purchasing, advertising** and much more.

Students in the past have gone on to study Women's Fashion Design, History of Art, Fashion Styling and Promotions, Photography, Fine Art, Architecture, Make-up Design and Special Effects, Teacher Training, Fashion Buying and Merchandising, Illustration, Surface Pattern Design and Graphic Design.



A word cloud of creative industry careers. The words are arranged in a roughly rectangular shape, with some words oriented vertically. The colors of the words include teal, purple, blue, orange, green, and pink. The careers listed are: art director, fashion designer, web designer, stylist, set design artist, painter, storyboard artist, graphic designer, fashion illustrator, game designer, production artist, animator, creative director, UX designer, gallery owner, interior design, photographer, character design, and sculptor.

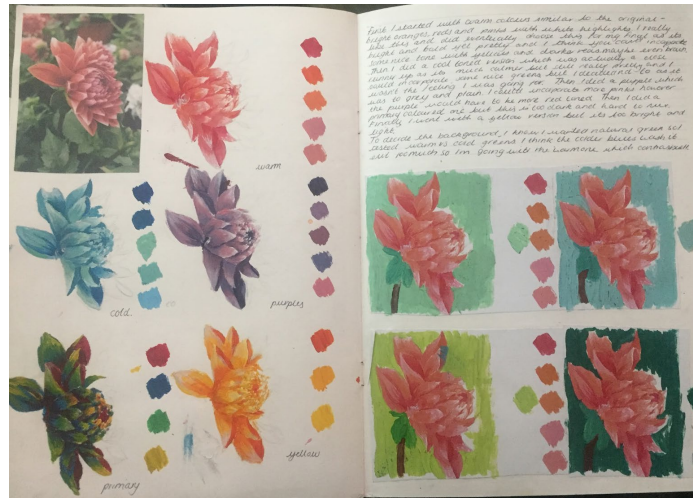
art director  
fashion designer  
web designer  
stylist  
set design artist  
painter  
storyboard artist  
graphic designer  
fashion illustrator  
game designer  
production artist  
animator  
creative director  
UX designer  
gallery owner  
interior design  
photographer  
character design  
sculptor





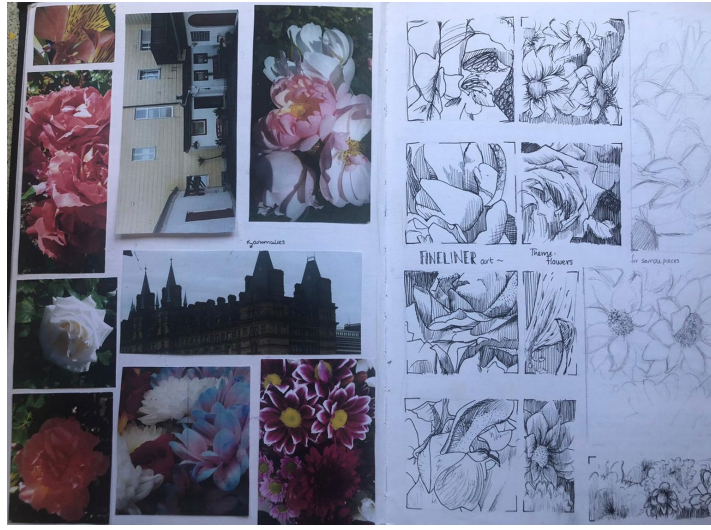
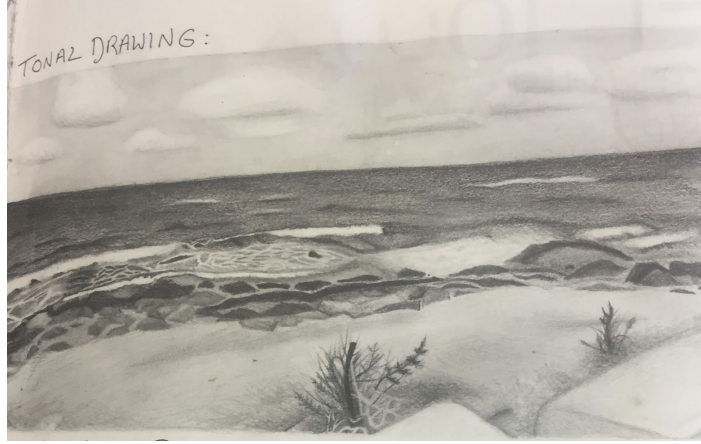


# A02 - Experimenting .





# A03-Recording your ideas .





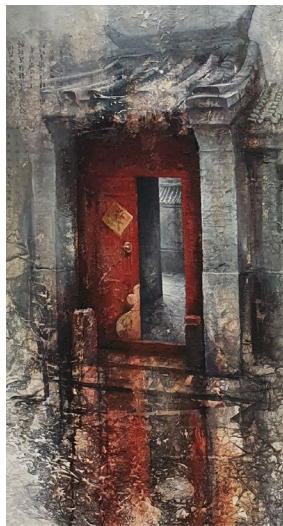
# A04-Final piece.





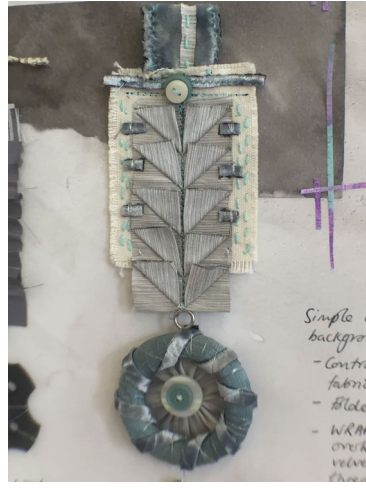
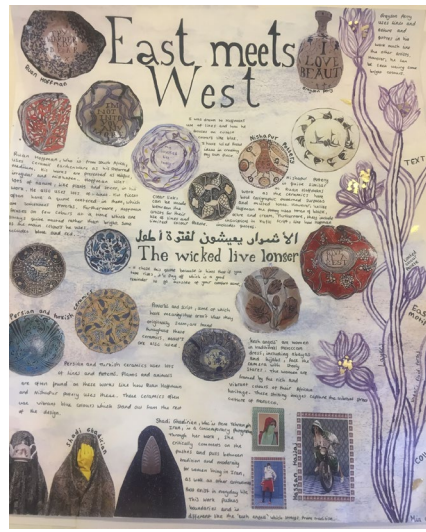
# Visiting artist Ian Murphy. GCSE high achievers workshop days.

20 of our highest  
achievers are invited  
to our 2 day  
workshop with Ian.  
It is a fantastic  
opportunity to learn  
from an established  
artist.



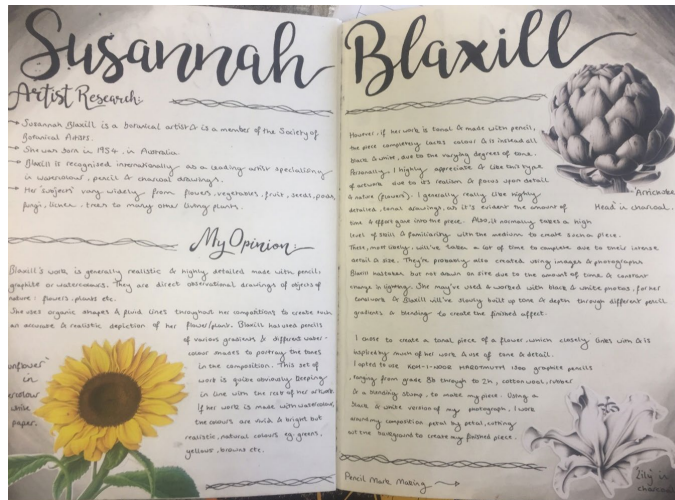
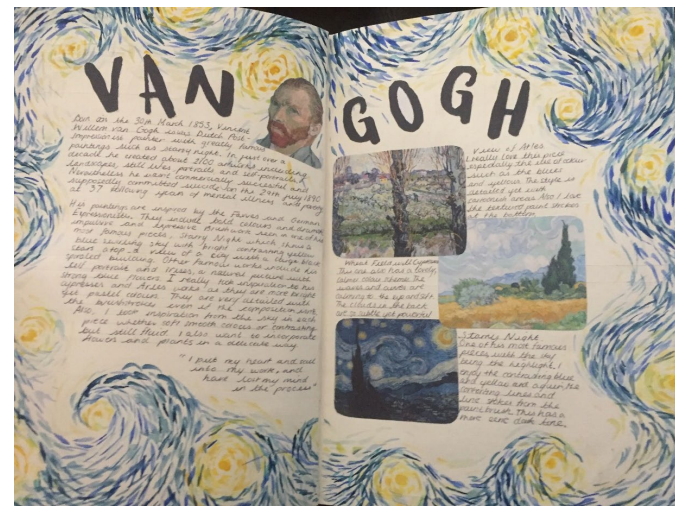
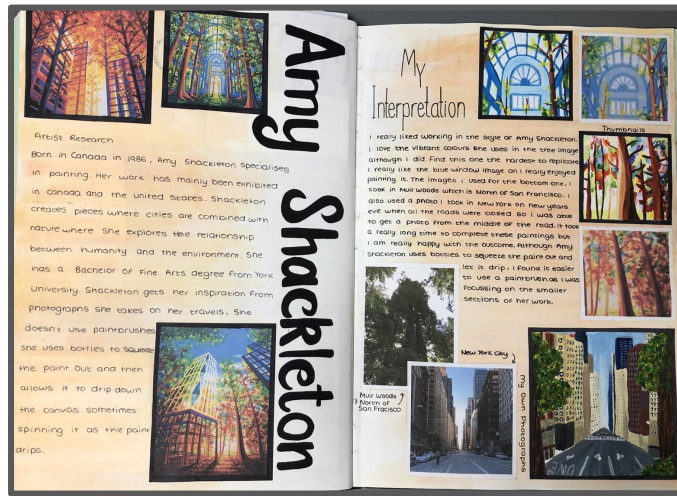


# Conway – Residential





Within all four examples these students have made **interpretations**, given their own **opinions** with **explanations**. They have made **links** back to their own **ideas** and experiments. They have discussed **differences** and made **comparisons** between not only their own work but that of other artists. They have used their research to **create** samples and experiment towards a final outcome/s. For a grade **9** this level of detail must be **consistent** throughout your major project and exam.

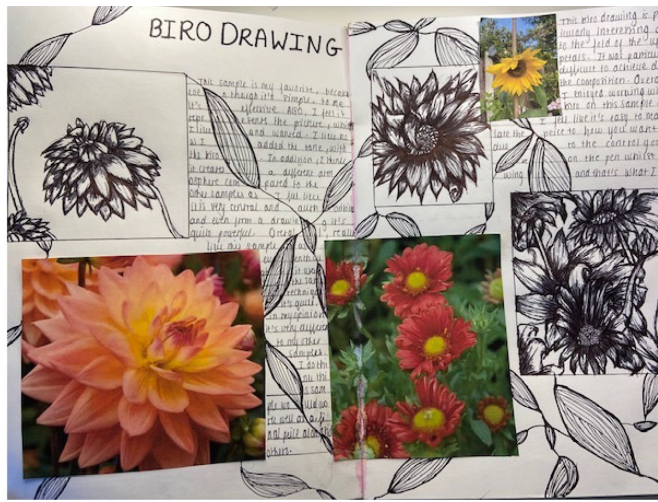




# Examples

As you can see Ao3 can be created and recorded in many different ways, here are just a few examples. The possibilities are **endless!**

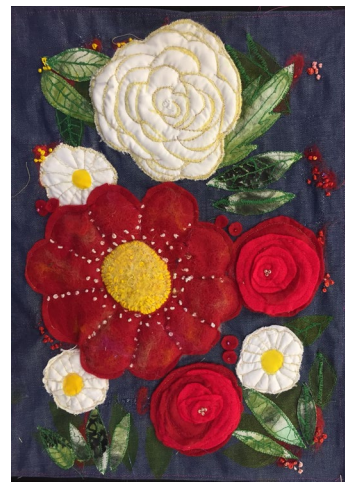
These examples show **Photo manipulation**, A range of presentation styles, photo-transfer printing and collage. The more you experiment with your research and use it to develop your ideas the more marks you'll gain. Editing your images will also gain extra marks in Ao2!



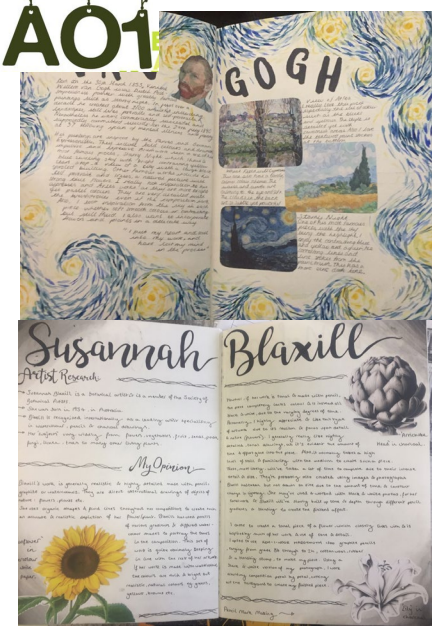


# Examples

Within all of these examples these students have produced final outcomes that have taken approx. 10 hrs. to complete. They have made **links** back to their own **ideas** and artist/s. They have used their research to plot a pathway to this final piece making links along the way. These pieces are the ending to the story of their learning journey pulling together all of their decision making and experimenting and inspirations. For a grade 9 this level of detail, strong links and control must be **consistent** throughout your major project and exam.



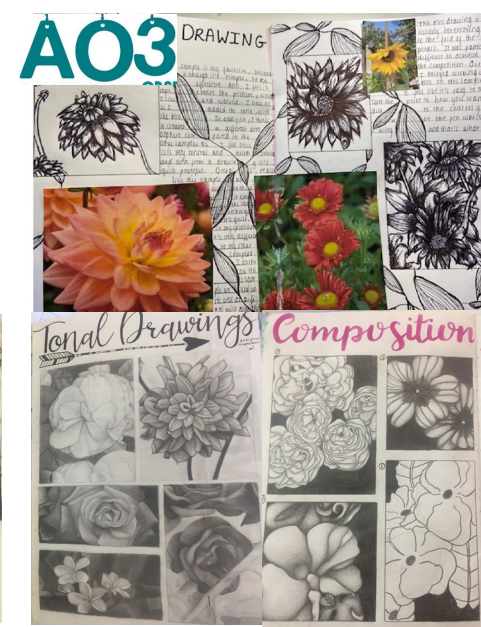




**Ao1: Artists research and ideas** looking at artists who have been inspired by nature. They need to link to your theme and or material.



**Ao2: Material testing** looking at natural forms. This is a very small sample of what was explored and evaluated.



**Ao3: Photography and drawing.** Your drawings should take on many styles and your photos should explore a wide variety of viewpoints and compositions.



**Ao4:** Your final piece needs to combine Ao1, 2 & 3 and make sense to your learning journey.

High quality control and understanding needs to be clearly evidenced.