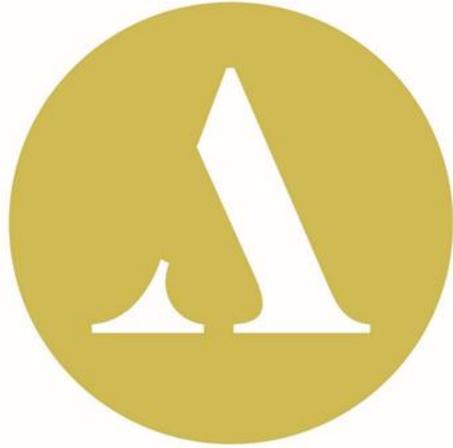




MADELEY
SCHOOL

GCSE Art and Photography at MADELEY SCHOOL



**Artsmark
Gold Award**
Awarded by Arts
Council England

Protecting, supporting and inspiring art,
craft and design education.
Join our community of educators today.



Highly Commended for Innovation in Learning from The National Society of Education in Art and Design





MADELEY
SCHOOL

85% 4+

69% 5+

42% 6+

23% 7+

8% 8+

EXCEPTIONAL 2024 ART GCSE RESULTS



Inspiring Excellence



MADELEY
SCHOOL

86% 4+

77% 5+

50% 6+

27% 7+

18% 8+

18% 9+

EXCEPTIONAL
 2024
PHOTOGRAPHY
GCSE RESULTS

Top 15% in the country



Young Curators

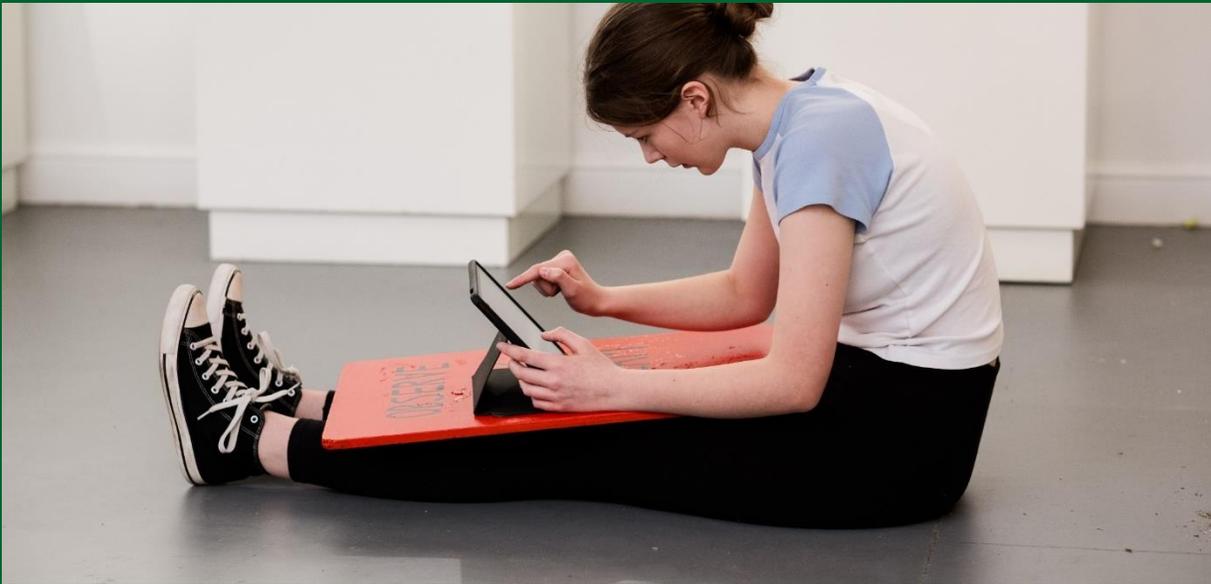
Through the Frame

Madeley School

The Brampton Museum
Brampton Park
Newcastle-under-Lyme
ST5 0QP

'Through the Frame' an exhibition curated by pupils from Madeley School featuring artworks by:

JEFF K...
HARLAND M...
EDUARDO PAOLO...
DAVID SHRIGLEY...
TRACEY EMIN...
DAVID HOCKNEY...
DAVID HOCKNEY...
TRACEY EMIN...
DAVID SHRIGLEY...
EDUARDO PAOLO...
HARLAND M...
JEFF K...









Creative Careers









MADELEY
SCHOOL

Clubs

- KS3 Art Club
- Manga
- Warhammer
- Bronze Arts Award
- Silver Arts Award
- KS4 Photography
- Studio time
- KS4 Art Studio time

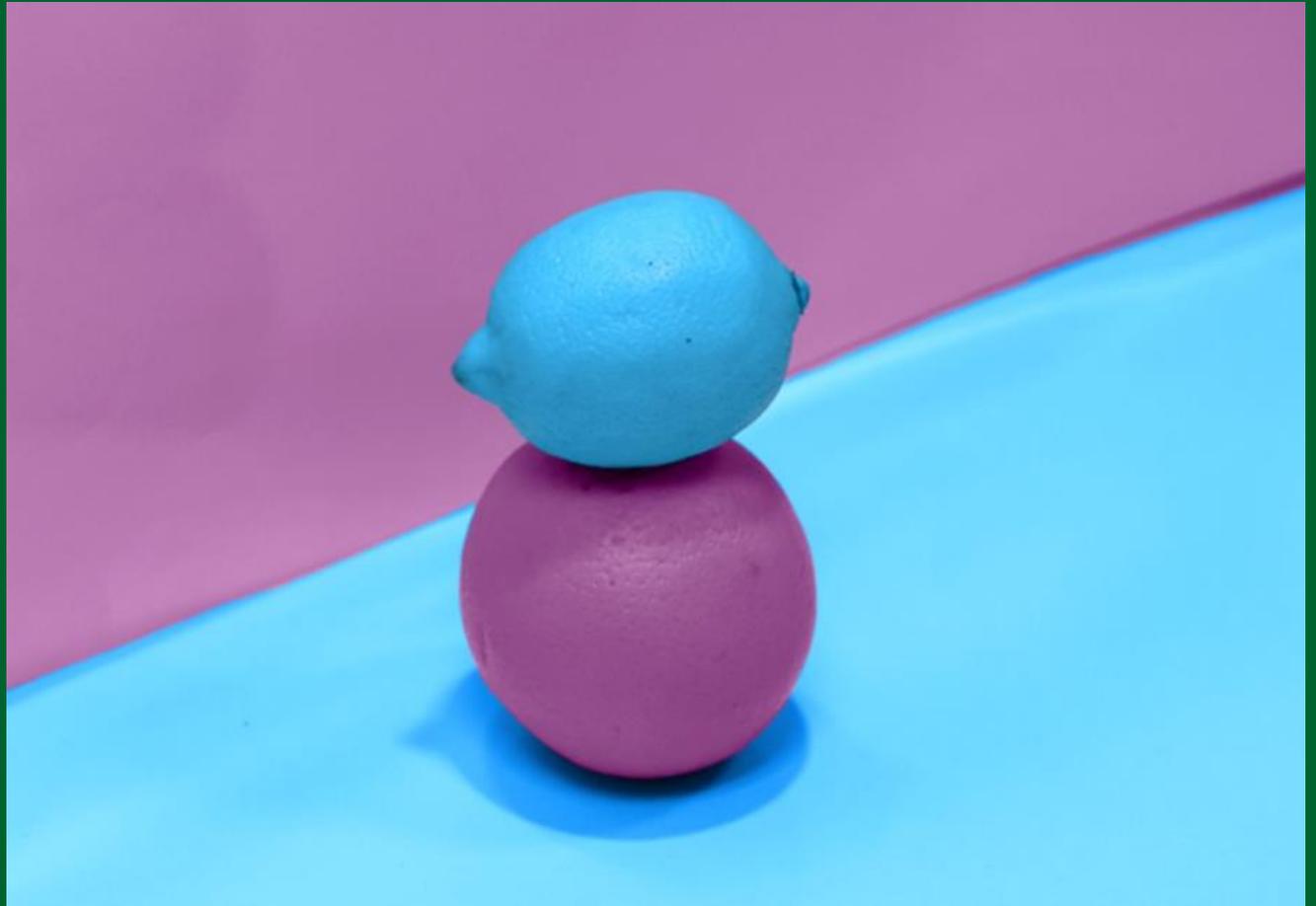


MADELEY ICONS

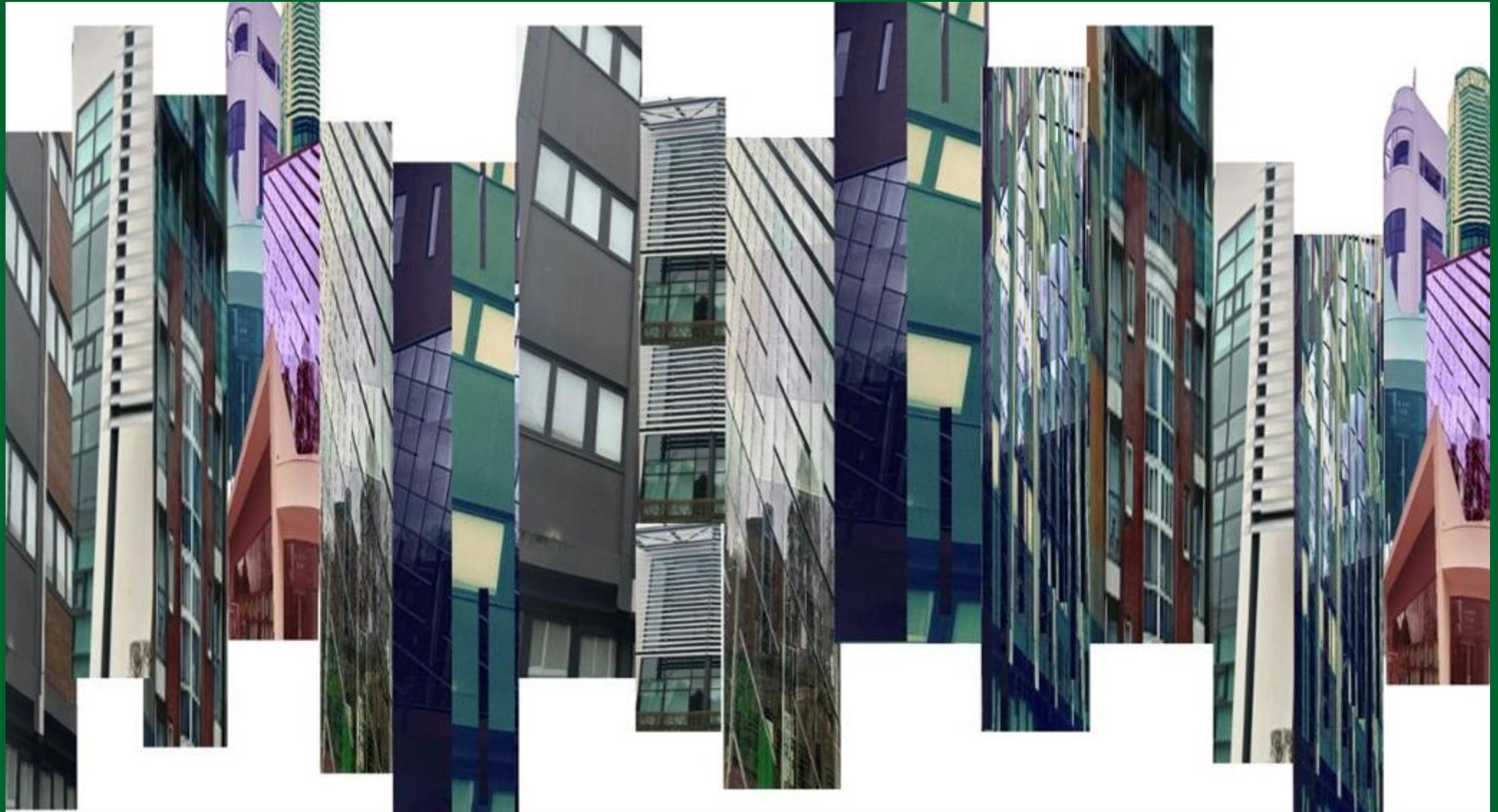






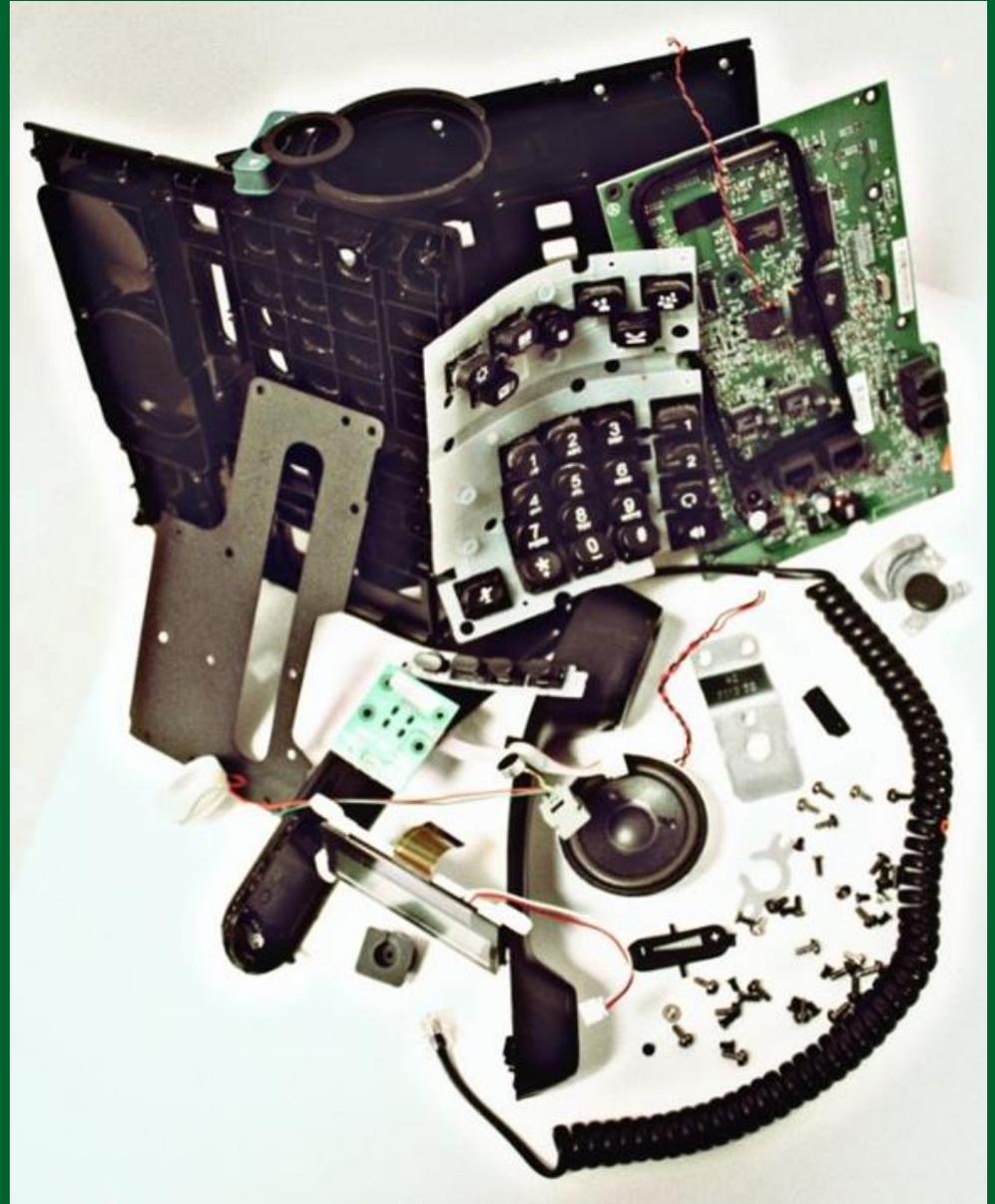
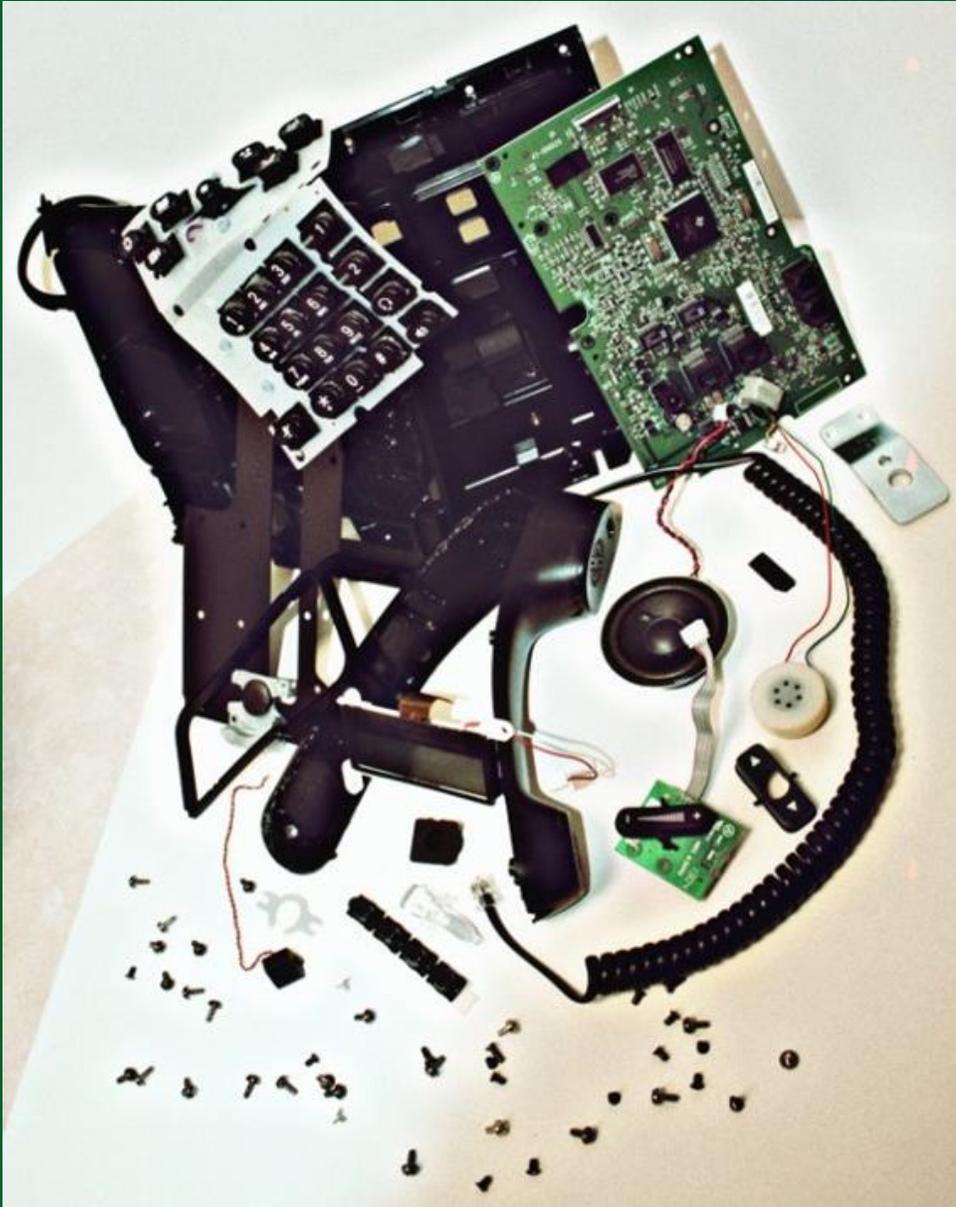


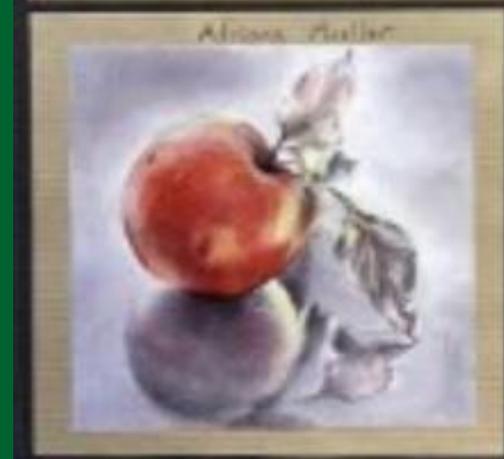
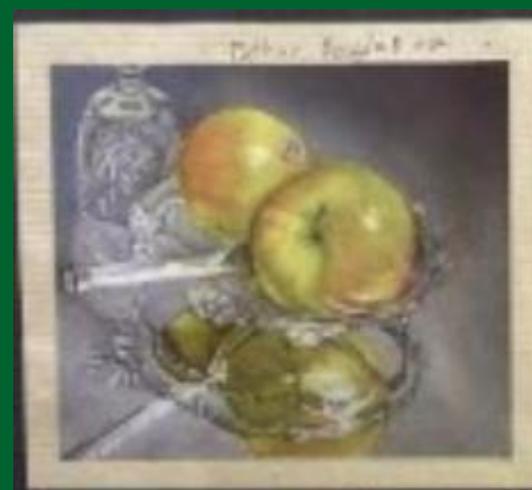




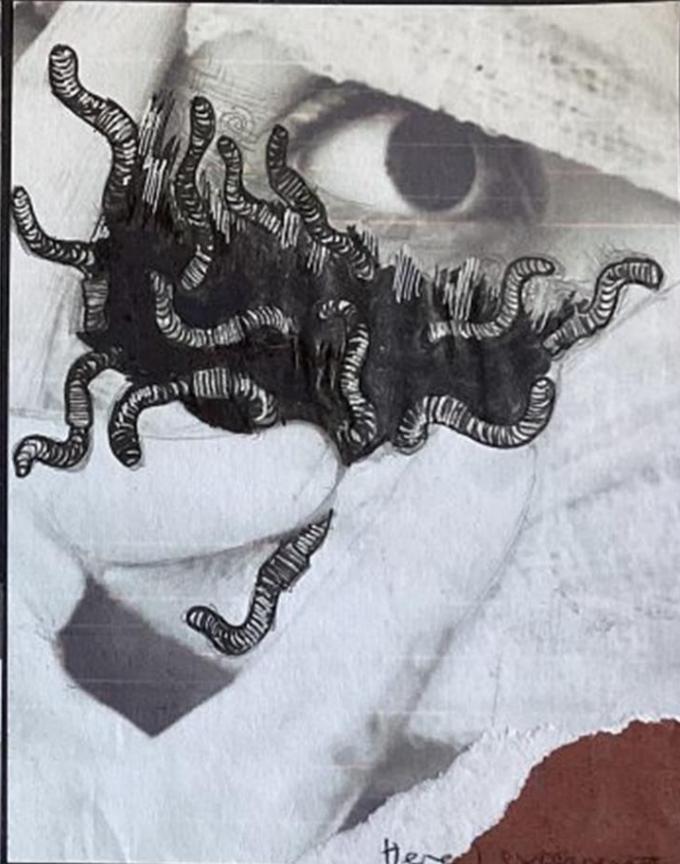




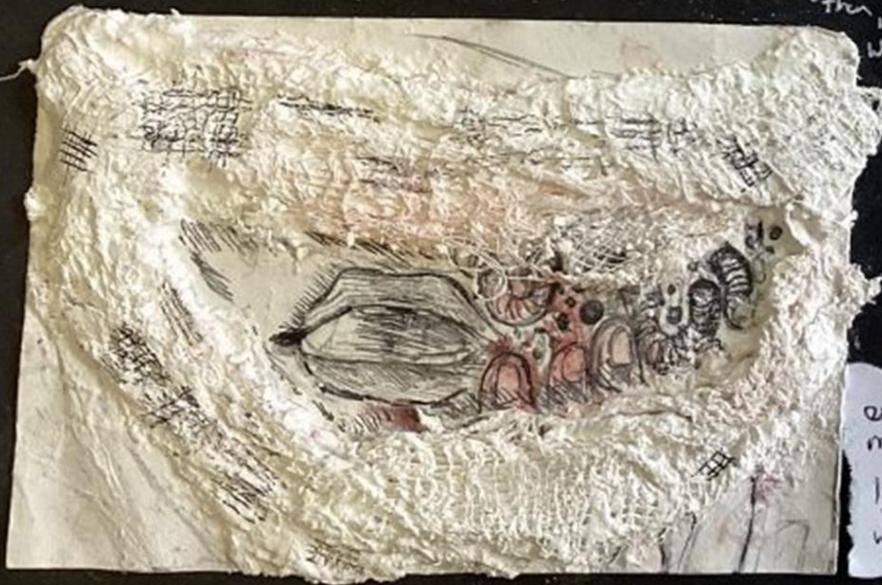




APPLES



my first version when I tried incorporating special on Jungi to get an
then, but I was not happy with the result.



experimenting with
macro.

I did not like the outcome as I found
macro to be a difficult element to
work with, and needed my artistic detail.
It looked too hard compared to the rest of
the work.

Here I experiment
with manipulating my
imagery, creating a
hybrid of the original
and the macro shot.
I used the original photo
to create the worm-like
structures. The
worms emerge from the
mouth of the person
and are a mix of the
original and the macro
shot.



CARA THAYER AND LOUIE VAN PATTEN COLLABORATION



These are a couple who work together in a collaborative style, on the same canvas, using the human form as an "architectural sketching armature for paint." They work in oils, using fine drawing and a mixture of fine painting on focal points with more impressionistic paint application on larger body areas and backgrounds. They frequently paint hands colored in blue, pink or detailed close-up features on the face, face simplified characteristically the flesh tones they use are paired and complementary, with bruisé coloration, which may say is a reflection of the modern use of distorted lighting. Often they portray facial features or body limbs distorted by being dragged by swirling fingers and facial expressions of anguish and alarm. They say they use this imagery to "awaken something (in the viewer) "beyond the banality of body parts".

What I wish to achieve

From this study, I aim to portray emotion in my drawings and to study and include detail from careful observation. Not only this, but I wish to learn to draw from shorted views or unusual perspective and tonal moulding of form in studies of bodies or portraits.



My Opinion

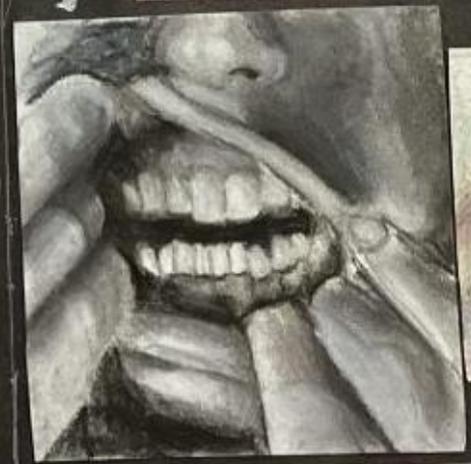
In my opinion, Cara Thayer and Louie Van Patten's work evokes a strong sense of intense and discomfort. This could be due to the purple pinks used and the yellow, bruised skin as evidence that would appear in a decomposing body or the sense of being physically abused with the stretching of skin in unnatural ways.



From the themes used in Cara Thayer and Louie Van Patten's works, I have taken photos of hands of decent bags. However, my photo do not convey the macabre, abusive impression and feeling of fascinated revulsion evoked by some of their work. Instead, I have chosen to portray the photos of hands more delicately, as the couple have done here.

I have chosen to do a copy of Cara Thayer and Louie Van Patten's painting of a mouth distorted and stretched by grasping fingers to display gums and teeth. I have used black/grey/white pastels to achieve the same smooth and blended look.

My copy of their work



My drawing inspired by their work



Flip



photo of relatives I took in their style.

ALFIE PLANT
OIL PASTLS



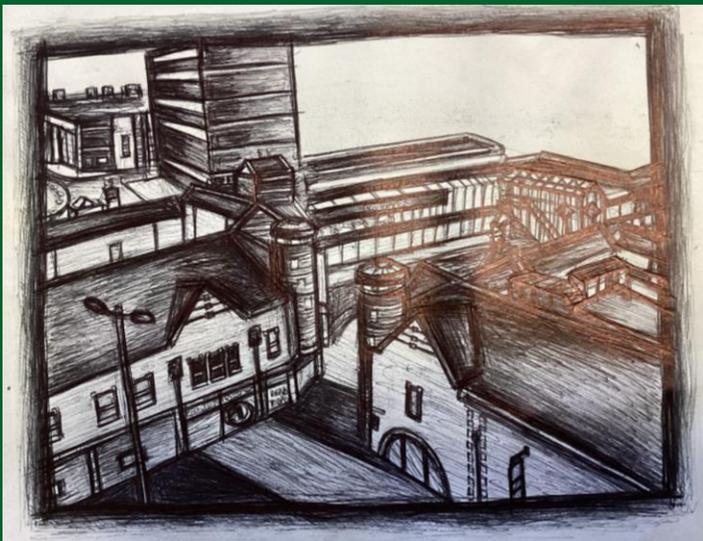
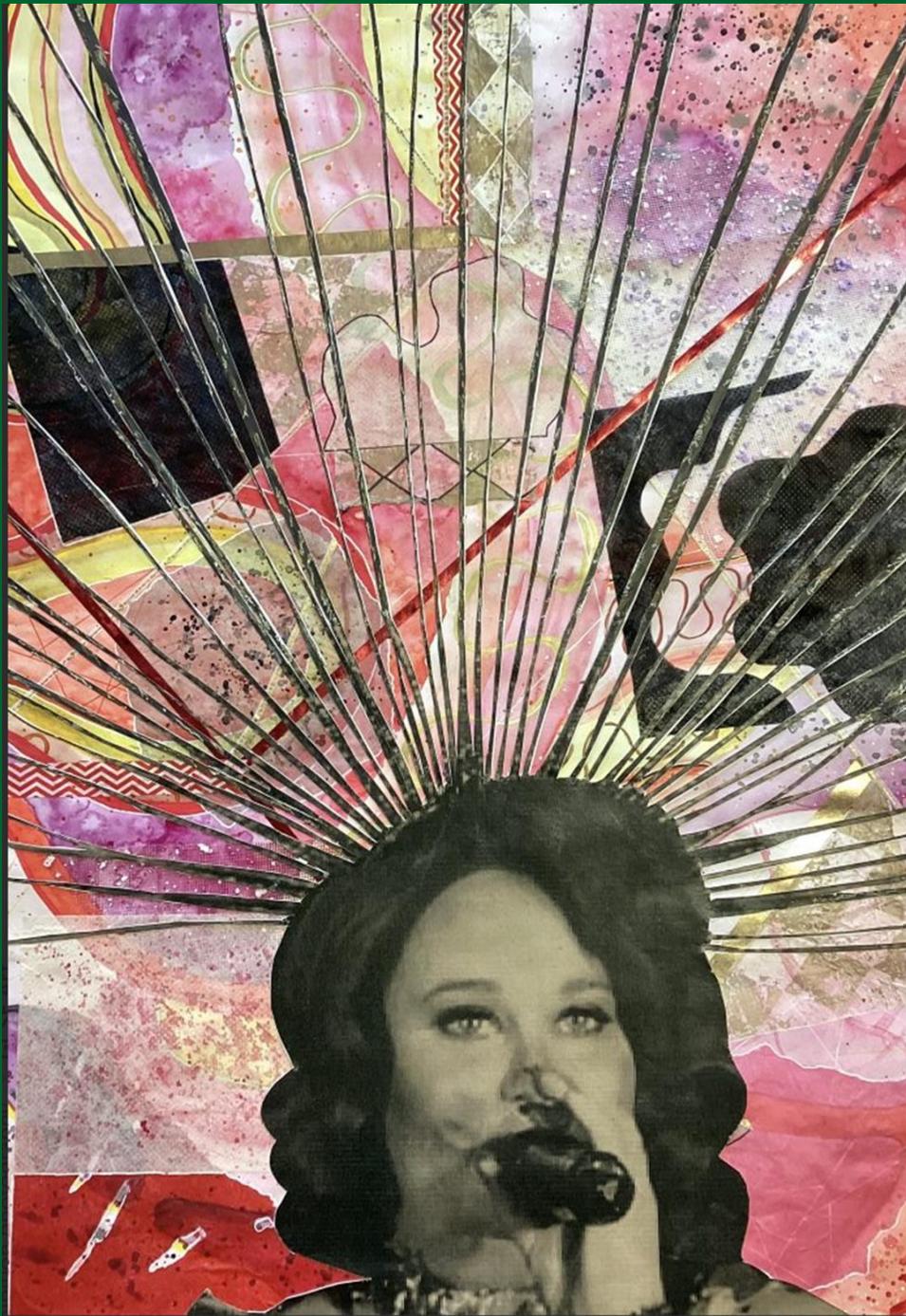
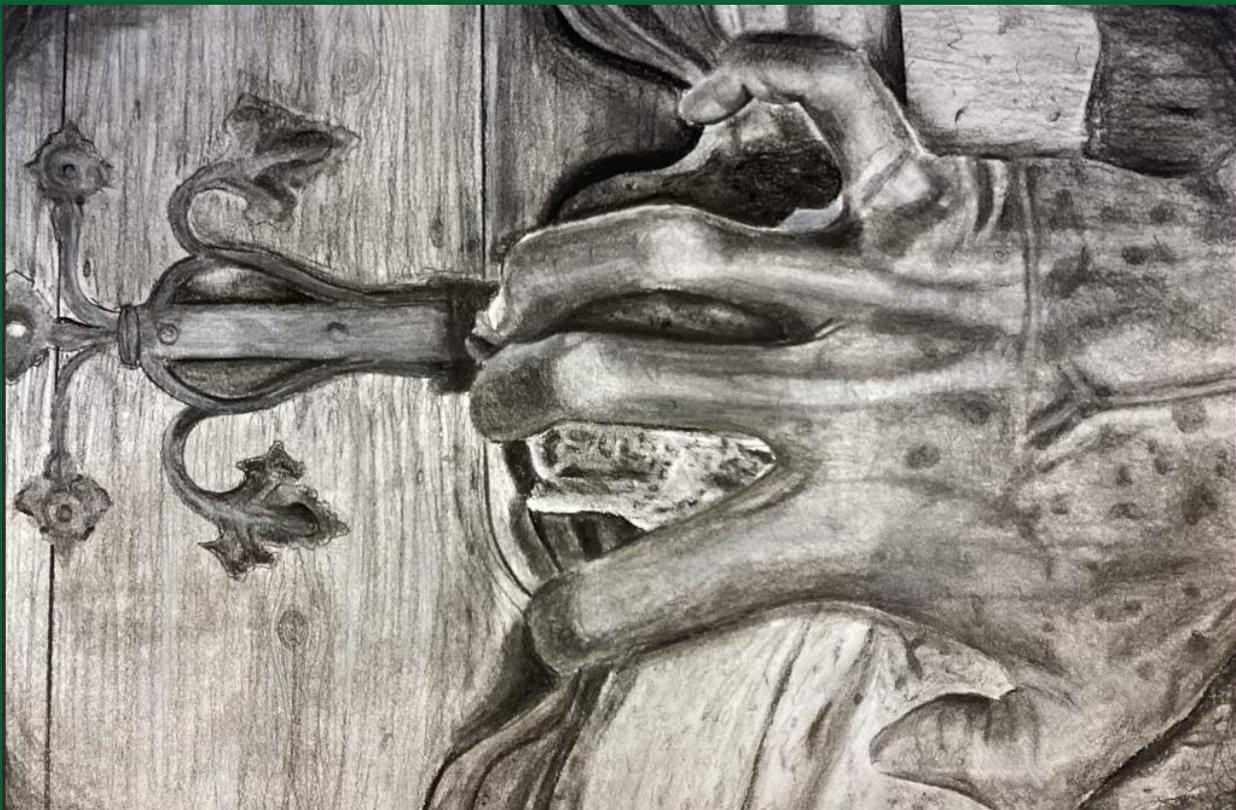
WEAVING OF TWO
COPIES AND ONE
HAS BEING FLIPPED





Matthew Udale





To develop my final idea I chose to improve my idea one by changing the angle of the image so I could therefore proceed to develop the detail further to make my final product more realistic. I chose to adopt my idea by adjusting the background. I chose to use the colours, red and black due to the influence this piece of work provided for me. I then decided to use watercolour paint dabbed into

the background
contrast between
the background
with areas
horror, drama
my work, and
mood of my
paint to make
of these animals
the anger
always shown
through the
red and black
contrast and
deep creative lines



to create a
a my idea and
highlighting the
to create a
the effect on
adding upon the
idea using red
with the deep
dots for pain and
I proceeded to
head lines
specific colours,
developing
to create anger

and death contributing to my final message of death and wings. I also decided to include concepts of red in sections of my piece to resemble blood and shock and desperation and the anger reflected off the tiger, often him and others being hunted for pleasure.



The Value of Arts and Culture to People and Society

We celebrate the diversity of our national identity

1 BILLION

Global viewers of the London 2012 opening ceremony

68% of UK viewers said it made them proud to be British

SOCIETY

PARTICIPATION IN ARTS AND CULTURE CAN:

contribute to community cohesion...

Students who study arts subjects are more employable and more likely to stay in employment

...make communities feel safer and stronger...

...reduce social exclusion and isolation

HEALTH & WELLBEING

ALMOST 60%

of people are more likely to report good health if they've attended a cultural place or event in the last 12 months

Arts and cultural intervention can have a **positive impact on specific health conditions** such as dementia, Parkinson's and depression

ARTS AND CULTURE illuminates our inner lives, enriches our emotional world and teaches us compassion

Levels of subjective wellbeing are generally reported to be higher amongst those with higher arts and culture engagement

10 MILLION

visits to the UK in 2011 involved engagement in arts and culture

representing almost half of all tourists

£12.4 BILLION

Aggregate turnover of businesses in the UK arts and culture industry, 2011

ECONOMY

£13.9 MILLION

The impact on Kent's economy the Turner Contemporary in Margate had in its first year

£753.8 MILLION

The additional income Liverpool's Capital of Culture year generated for the local economy in 2008

SECONDARY SCHOOL PUPILS

engaged in arts and culture are twice as likely to volunteer in the community and are 20% more likely to vote as young adults

In 2011 there were 337,797 learning sessions in arts and cultural venues, and 11,893 school performances took place by our funded organisations

EDUCATION

78% of children's performance levels in core subjects improved in the first year of In Harmony, a programme of daily music activity for every pupil

Children from low income families who take part in arts activities at school are three times more likely to get a degree

The UK's Creative Industries



MADELEY
SCHOOL

WHAT ARE THE CREATIVE INDUSTRIES?



Advertising and
Marketing



Architecture



Crafts



Design (product,
graphic, fashion)



Film, TV, video,
animation, VFX/SFX,
radio & photography



IT, video games, software
and computer services
(‘creative tech’)



Museums,
galleries, libraries
and heritage



Music,
performing and
visual arts



Publishing



Almost **1 in 8** UK businesses are creative businesses



95% of creative businesses employ fewer than 10 people



Prior to the pandemic, the Creative Industries contributed **£115.9bn** gross value added (GVA) to the UK economy...



... which is greater than the automotive, aerospace, life sciences and oil and gas industries **combined**

The Creative Industries were growing at more than **4x the rate** of the UK economy as a whole ...



... and in all parts of the UK: by almost **55% in Scotland** and **46% in the West Midlands** between 2010 and 2018 (GVA)



*in real terms. Source: DCMS Sectors Economic Estimates 2018: GVA. Dec 2020



The Creative Industries exported **£36bn** in services worldwide, and accounted for almost **12% of UK services exports**



In the last ten years, jobs in the UK's Creative Industries have grown at **three times** the UK average



A **third** of the sector's workforce are **self-employed**



The Creative Industries employ over **2 million** people in the UK and were projected to create an additional one million jobs by 2030



Global talent has been vital to the sector's world-leading reputation, innovation and economic success

The UK Creative Industries 2019 VALUE

Value (GVA*)
The UK Creative Industries 2019

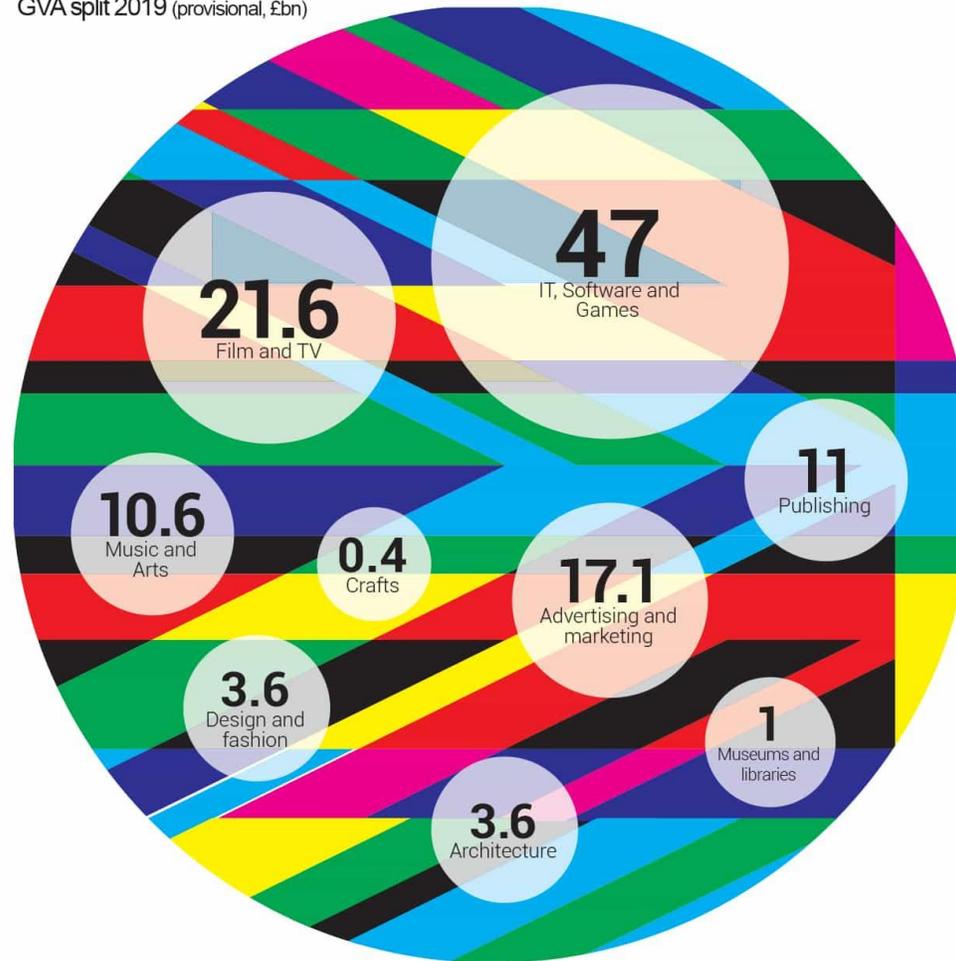
£115.9bn
A YEAR

£13.2m
AN HOUR

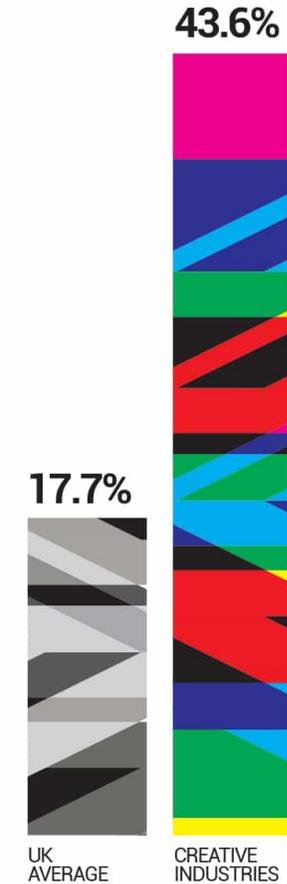
5.6%
INCREASE IN VALUE SINCE 2018**

*Gross Value Added, current prices **Calculated using chained volume measures

GVA split 2019 (provisional, £bn)



Change in GVA 2010-2019**



www.thecreativeindustries.co.uk

UK Creative Industries Service Exports

EXPORTS (Services)

UK Creative Industries Exports 2018

£ **35.6** bn

VALUE OF SERVICE EXPORTS A YEAR

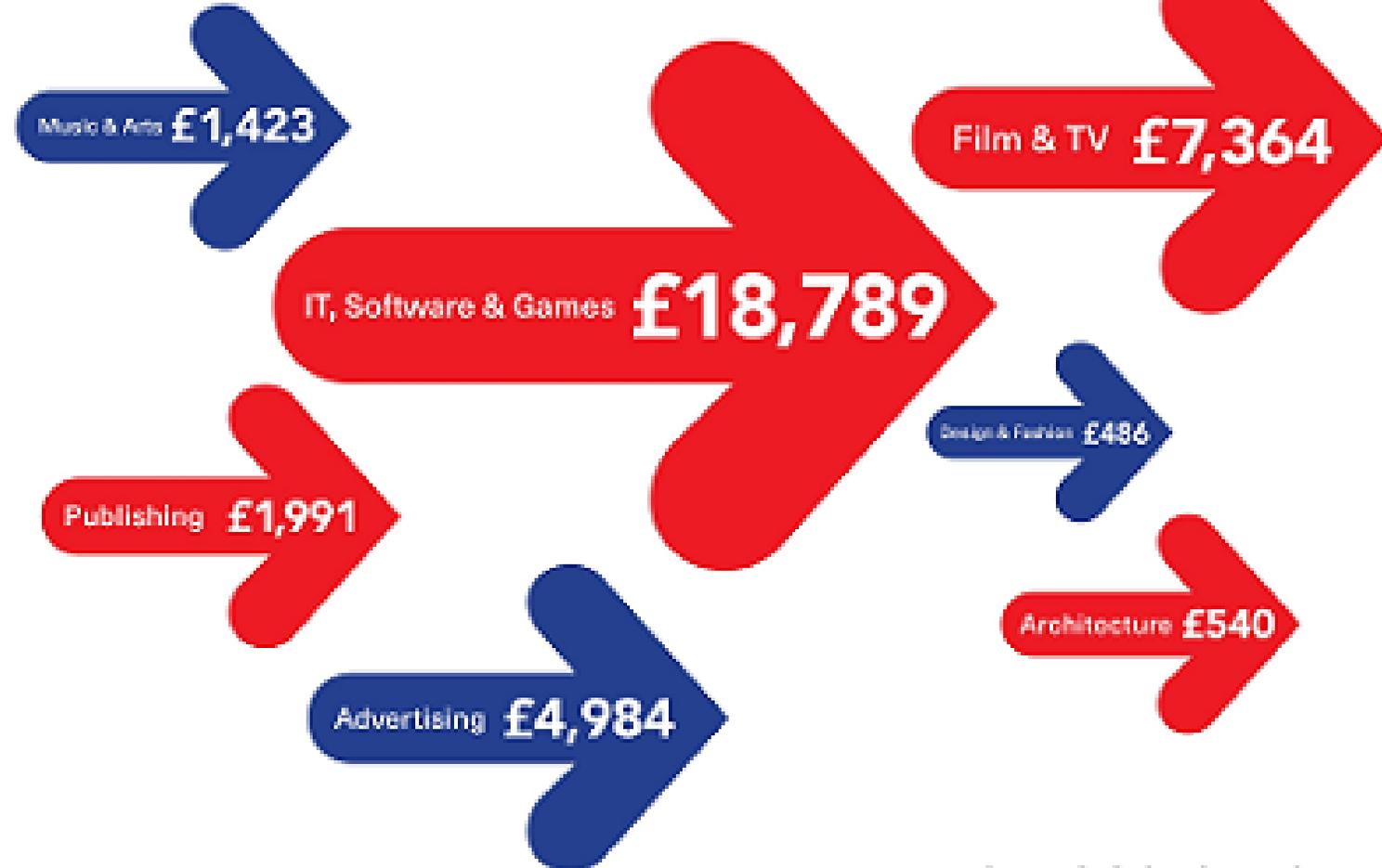
12%

PERCENTAGE OF TOTAL UK SERVICES EXPORTS

8.90%

GROWTH IN UK CREATIVE SERVICES EXPORTS
2018 v2017

UK Creative Industries Service Exports (£m)



The UK Creative Industries 2019 JOBS

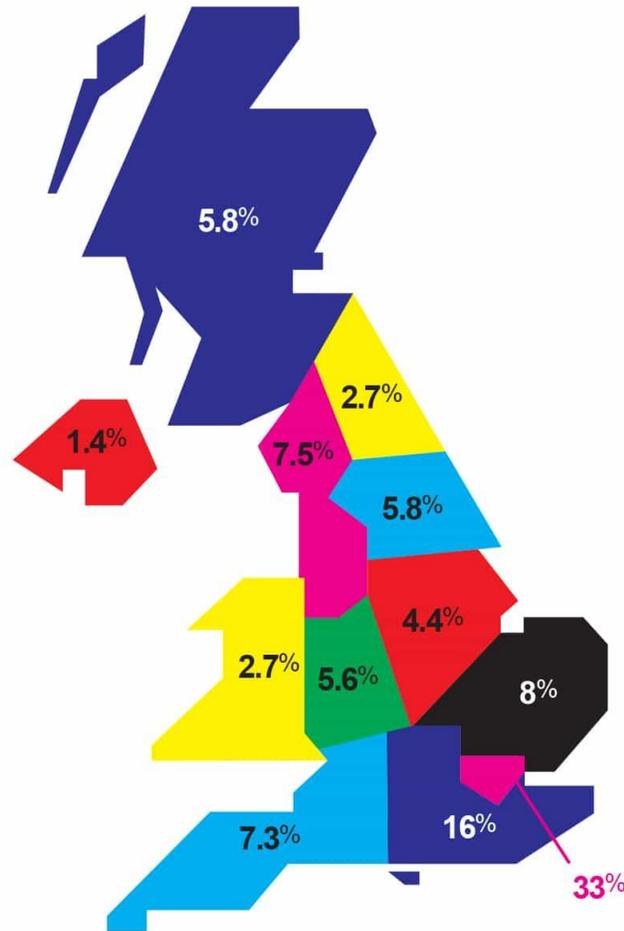
Jobs

2.1 MILLION JOBS TOTAL

61k NEW JOBS IN 2019

2.7x JOBS GROWTH OF UK AVERAGE

Proportion of UK creative industries jobs by region in 2019



UK Creative Industries Workforce 2019



www.thecreativeindustries.co.uk

The cultural economy creates

694,700

jobs across England

6,910 CULTURAL BUSINESSES CONTRIBUTE **£28 BILLION** EACH YEAR TO THE UK ECONOMY



ARTS & CULTURE EMPLOYMENT

ARTS COUNCIL ENGLAND

Arts and culture is a vital part of our economic success, creating high value employment
www.artscouncil.org.uk/culturematters

In 2011/2012 Arts Council England National Portfolio Organisations employed

69,021 PEOPLE

JOBS IN THE CREATIVE & CULTURAL SECTOR ARE EXPECTED TO

INCREASE

UP TO A THIRD BY 2020

WE'RE SUPPORTING

6,500

CULTURAL SECTOR APPRENTICESHIPS AND INTERNSHIPS

FOR EVERY **£1** INVESTED IN ARTS & CULTURE, UP TO **£1** IS GENERATED FOR THE LOCAL ECONOMY

Arts Council England is investing more than **£171 million** in providing music opportunities for children and young people 2012 - 2015

60% OF ARTS ORGANISATIONS' TOTAL INCOME COMES FROM TICKET SALES, SPONSORSHIPS, DONATIONS & PHILANTHROPY



ARTS & CULTURE INVESTMENT



The cultural sector is a credit to Britain; investing in creativity and growth
www.artscouncil.org.uk/culturematters

THE ARTS COUNCIL WILL INVEST APPROXIMATELY

£1.9 BILLION OF PUBLIC MONEY 2010 - 2015

FUNDING TO ARTS AND CULTURE IS LESS THAN 0.05% OF TOTAL GOVERNMENT SPENDING



In 2011/12 Arts Council England invested **£624,479,000** in arts & culture, or **£11.77** per head



ARTS & CULTURE COSTS EACH PERSON IN ENGLAND JUST **14p** EACH WEEK



Music, visual arts & performing arts contribute over **£4 billion** a year to the national economy

49% OF TOURISTS VISITING BRITAIN PLAN TO GO TO A LIVE MUSIC CONCERT OR EVENT

ARTS & CULTURE ECONOMY



British arts and culture represent world class creativity; it is a valuable export attracting inbound tourism

www.artscouncil.org.uk/culturematters

£67
MILLION

is generated each year from musical theatre and classical music sales to London tourists

The cultural economy creates

694,700

jobs across England

60%

of arts organisations total income comes from ticket sales, sponsorships, donations and philanthropy



FOR EVERY £1 INVESTED IN ARTS & CULTURE,

£1

UP TO £6 IS GENERATED FOR THE LOCAL ECONOMY



UK VISITOR FIGURES
TO MUSEUMS AND
GALLERIES AT THEIR
HIGHEST LEVEL SINCE
RECORDS BEGAN



274,
792

performances, exhibition &
film screening days by our
National Portfolio Organisations
in 2011 / 2012

89,415,012

people attended performances, exhibitions
and film screenings by our National Portfolio
Organisations in 2011 / 2012

ARTS & CULTURE AUDIENCE



Art and cultural experiences make our lives richer
and our communities stronger and more resilient

www.artscouncil.org.uk/culturematters

337,797

learning sessions
for children and
young people
in 2011

£36.9m

ARTS COUNCIL
ENGLAND
INVESTMENT

IN THE 2012 CULTURAL OLYMPIAD
43 MILLION PUBLIC EXPERIENCES

11,893

SCHOOL
PERFORMANCES
BY OUR FUNDED
ORGANISATIONS
IN 2011

1 billion global
viewers of the 2012
opening ceremony.
68% UK viewers said
it made them feel

PROUD TO
BE BRITISH



51%

OF UK ADULTS
VISITED A
MUSEUM OR
GALLERY IN
2011 / 2012



MADELEY
SCHOOL



MADELEY
SCHOOL

How Does the Arts Benefit us at MADELEY?

Supports numeracy and literacy

Express what you are thinking

COMMUNICATION

Religion

Organisation

Problem solve

Historical events

Fun

Work collaboratively

Way to express your feelings

ART

You get to be creative, the process.

Mindfulness

Design

Think outside the box

Help to understand the world and the people

Spatial awareness

Painting/Drawing/Sculpture

Beauty

Scientific drawings

To get a job

Money

Fine motor skills

Experiment and explore



MADELEY SCHOOL

Think Children Don't Need **ART** In the 21st Century? **THINK AGAIN!**

An Arts Education Teaches Children To...

Collaborate & Cooperate

- Work together
 - Understand Their Actions Affect Others
 - Realize Even Small Contributions Have Value
- Compromise for Common Goal
- Take Responsibility for Mistakes
 - Realize Mistakes Happen
- Share responsibility
 - Realize Their Contribution is Important to the Success of the Group

Communicate

- Receive Constructive Feedback
 - Develop Language By Talking About Art & Describing Creations
 - Improve Skills Through Evaluation
- Communicate Different Emotions
 - Realize Feedback is a Part of Learning
 - Breakdown the Mechanics of Body Language
 - Portray a Character Effectively
- Interpret Visual Information
 - Experience Different Ways of Moving

Be Creative

- Think on Their Feet
- Approach Tasks From Different Perspectives
 - Interweave Ideas Into New Possibilities
- Take Creative Risks
 - Practice Creative Thinking Until It Becomes Natural
- Develop a Sense of Innovation
 - Be Original!

Organize

- Concentrate & Focus
 - Keep a Balance Between Listening & Contributing
- Develop Motor Skills
- Think About Their Role & How It Contributes To the Big Picture of What is Being Created

"We live in an age when the most valuable asset any economy can have is the ability to be creative—to spark and imagine new ideas, be they Broadway tunes, great books, iPads or new cancer drugs."
—Thomas Friedman, *New York Times*, August 4, 2010

Problem-Solve

- To Keep an Open Mind
 - Explore Further Into
 - Entertain Different Possibilities
 - Move Forward to New Insight & Understanding
- None Decision-Making Skills
- Develop Skills in Reasoning & Understanding
 - Be Attentive to Details, of Perceptions & Ideas

Self-Direct

- Persevere!
 - Practice Follow-Through
 - Improve Academic Performance
- Develop Healthy Work Habits

Be Socially Responsible

- Act Responsibly With The Interests of the Larger Community in Mind
 - Understand Choices Artists & Designers Make
- Know & Appreciate Diverse Societies
- Interpret & Evaluate Others' Perceptions of Reality

Be Fluent With Technology

- Develop Information & Media Literacy Skills
 - Utilize Today's Digital & Social Media As An Appropriate Vehicle For Their Message (Computers, iPads, Video, Digital Cameras, and more!)
- Create Information in a Variety of Forms & Media

Resources:

Barton, Judith M. "The Configuration of Meaning Learning-Centered Art Education Revisited" *Studies in Art Education: A Journal of Issues and Education*, 2006, 48(4), 1 Nov 2011.

"List of 21st Century Skills." *CMS 21st Century*. CMS Commission on Professional Development. Web. n.d. Web. 1 Nov 2011.

Lynch, Grace Hwang. "The Importance of Art in Child Development." *PSYParents*. The PSC Foundation. n.d. Web. 4 Nov 2011.

Shaw, Valerie. "Top 10 Skills Children Learn From The Arts." *The Washington Post*. Jan 24, Web. 4 Nov 2011.

"The Visual Arts: So Much More Than What You See." *NASA*. n.d. Pamphlet.

Designed by: Brandie Pettus, 2011
www.Create4YourKids.blogspot.com

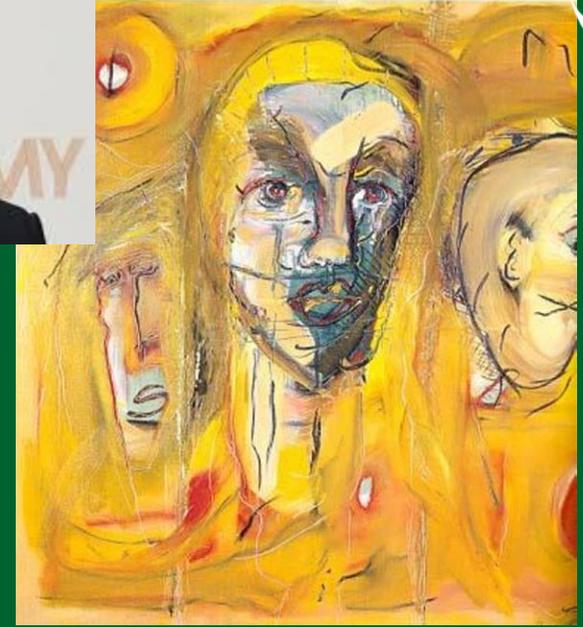
Keith Lemon



Paul McCartney



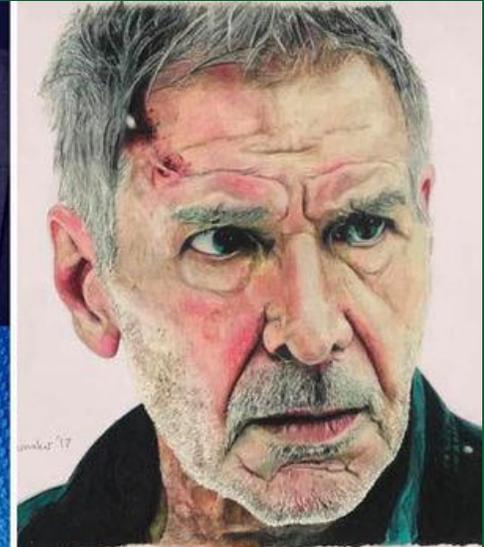
EXPRESS YOURSELF



Ronnie Wood



Andrew Marr



YOU GET YOUR VOICE




MADELEY
SCHOOL

Where can Art take
me?

JOBS THAT WON'T BECOME AUTOMATED

(TAKEN OVER BY ROBOTS/ COMPUTERS)

1. JOBS THAT REQUIRE HUMAN JUDGEMENTS AND CREATIVITY
2. EVERYTHING WILL BE AIDED BY ROBOTS/ COMPUTERS BUT NOT TAKEN AWAY.
3. ANYTHING THAT REQUIRES HUMAN SENSIBILTIY
4. LIVE ENTERTAINMENT AND TALENTED EDUCATORS
5. ARTISTIC ENDEAVOURS AND EMPHATIC ROLES
6. REQUIRING HUMAN AUTHENTICITY- UNDERSTANDING HUMANS



60 *Visual Arts* CAREERS



ADVERTISING

- Art Director
- Creative Director
- Graphic Designer
- Typographer
- Web Designer



ARCHITECTURE

- Architect
- Interior Designer
- Landscape Architect
- Urban Designer



COMPUTER GRAPHICS

- Computer Animation
- Concept Artist
- Digital Illustrator
- Motion Graphics Designer
- Video Game Designer
- Visual Effects Animator



FASHION

- Fashion Designer
- Jewelry Designer
- Makeup Artist
- Stylist



FINE ARTS

- Ceramicist
- Fiber Artist
- Mixed-Media Artist
- Muralist
- Painter
- Portrait Artist
- Printmaker
- Sculptor



MUSEUM/GALLERY



PHOTOGRAPHY/FILM

- Cinematographer
- Costume Designer
- Fashion Photographer
- Photo Editor
- Photojournalist
- Set Designer
- Special Effects Makeup Artist
- Studio Photographer
- Wedding Photographer
- Wildlife Photographer
- Videographer



PUBLISHING

- Comic Book Artist
- Illustrator
- Medical Illustrator
- Storyboard Artist



OTHER



Advertising



Architect



Illustrator



Costume
Design



Ceramicist



Furniture
Designer



Jeweller



Florist



Glass Blower



Interior
Designer



Sculptor



Fine Artist



Cartoonist



Photography -
Portrait



Photography
- Fashion



Photography -
Journalism



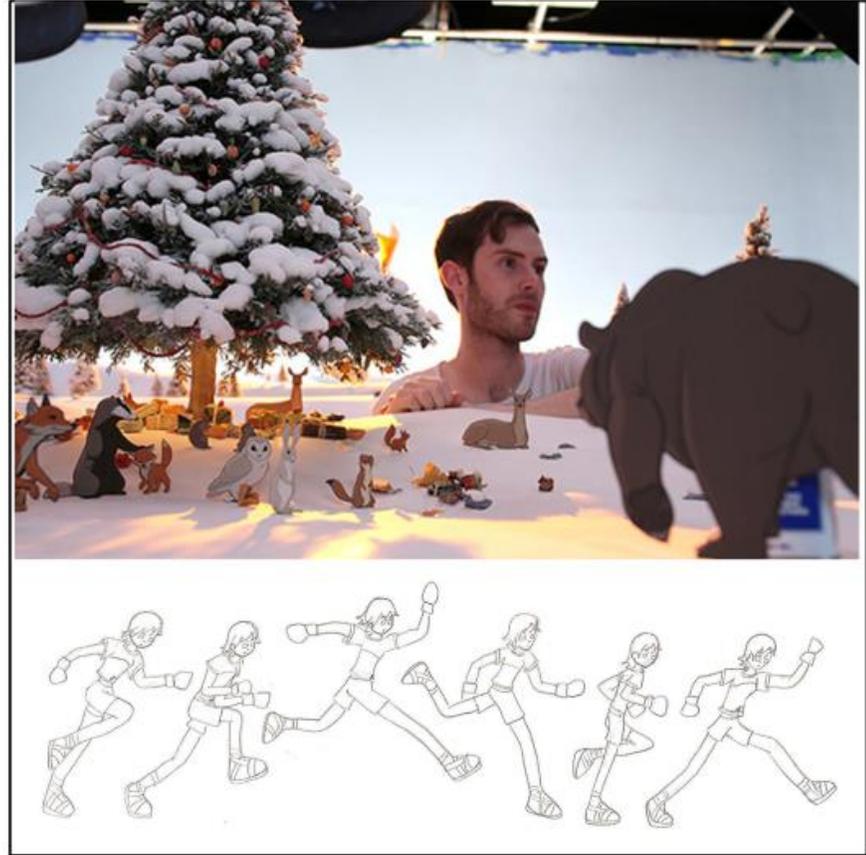
Set Design
TV, Film, Theatre



Textiles
Designer



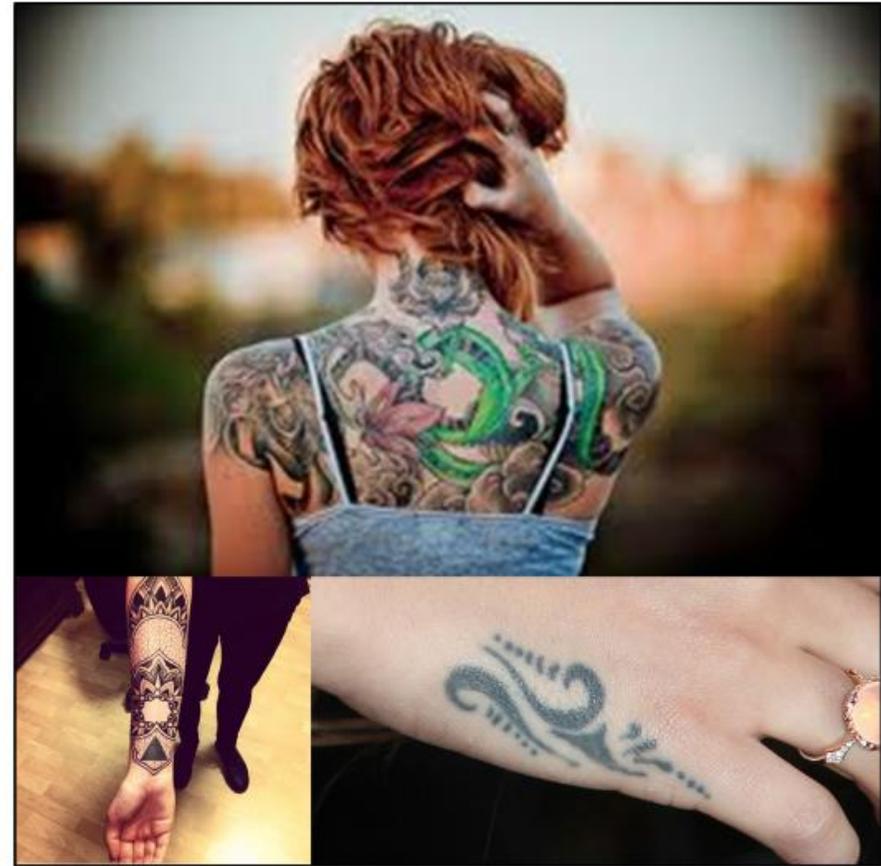
Urban
Artist



Animator



Product
Design



Tattoo Artist



Footwear
Design



Video Game/
App Developer



Web Design



Make-up /
Special Effects

Let's take a
closer look at
some creative
careers

LETS TALK CAREERS IN fashion,

DESIGN

As a fashion designer, you'll research current fashion trends, forecasting what will be popular with consumers, and take inspiration from the world around you to create fresh and original designs.

You'll decide on fabrics, colours and patterns, produce sample designs and adjust them until you're happy with the final product.

Depending on where you work and your level of responsibility, you may work to your own brief or be given a brief to work towards, with specifications relating to colour, fabric and budget. In large companies, you're likely to work as part of a team of designers, headed by a creative director, whereas if working for a small company as sole designer or for yourself, you'll be responsible for all the designs.

£16,000 to £85,000+

MONEY MATTERS

Pay increased dependent on experience, place of work and job role

Freelance

Employed



SKILLS

You'll need to have:

- creativity, innovation and flair
- an eye for colour and a feel for fabrics and materials
- the ability to generate ideas and concepts, use your initiative and think outside the box
- design and visualisation skills, either by hand or through computer-aided design (CAD)
- technical skills, including pattern cutting and sewing
- garment technology skills and knowledge
- a proactive approach
- commercial awareness and business orientation
- self-promotion and confidence
- interpersonal, communication and networking skills
- the ability to negotiate and to influence others
- team working skills
- good organisation and time management.

EDUCATION

GCSE REQUIREMENTS

You will need to get onto a creative further education course.

A "GOOD" GCSE Grade in

- English
- Maths
- Arts or Design subject (showing a portfolio of work)
- Other subjects

Fashion design is a very competitive industry and you'll typically need a degree, HND or foundation degree in a subject that combines both technical and design skills



Relevant subjects include:

- art and design
- fashion and fashion design
- fashion business
- fashion buying, marketing and communication
- garment technology
- graphic design
- textiles and textile design.



LETS TALK CAREERS IN

game,

DESIGN

Game artists use software packages to create the visual elements of a game in either 3D or 2D for one or more platforms, such as mobile, PC, arcade or console.

You'll typically work as part of a multidisciplinary team with designers, developers, animators and quality assurance testers, as well as those involved in the management and marketing of the game

Job titles vary and may include 3D artist, games artist, environment artist, character artist, texture artist or lighting artist.

£18,000 to £60,000

MONEY MATTERS

Pay is dependent on experience, company and job role

Employed

EDUCATION

GCSE REQUIREMENTS

You will need to get onto a creative further education course.

A "GOOD" GCSE Grade in

- English
- Maths
- Arts or Design subject (showing a portfolio of work)
- Computer Science (IT)



The Independent Games Developers' Association (TIGA) accredits a number of games courses at both undergraduate and postgraduate level. It's important to look at what exactly you'll be covering on a specific course, as titles and content vary. Search for a TIGA-accredited course at TIGA - University Accreditation.

Other courses that may be relevant include:

- game design
- animation
- graphic design
- interactive media.



SKILLS

You'll need to have:

- good communication and teamworking skills, to be able to liaise effectively with other game artists and members of the wider team
- self-motivation and the ability to work independently for extended periods
- the ability to calmly problem-solve issues that may arise in an environment which can be pressured
- strong organisational and time management skills to enable you to work to deadlines and complete tasks efficiently
- excellent attention to detail to ensure work is completed to a high standard and in line with the desired style
- the knowledge and technical ability to effectively use computer software packages and tools such as ZBrush, Maya, 3DS Max, Substance Painter, Mudbox and Photoshop
- a good understanding of games engines, such as Unity or Unreal
- a desire to keep building your skill set and to learn how to use new software packages as they come onto the market
- a knowledge of, and passion for, games and the games industry.



LETS TALK CAREERS IN graphic

DESIGN

You'll work on a variety of products and activities, such as websites, advertising, books, magazines, posters, computer games, product packaging, exhibitions and displays, corporate communications and corporate identity, i.e. giving organisations a visual brand.

Working to a brief that has been agreed with the client, creative director or account manager, you'll develop appropriate creative ideas and concepts for the client's objectives.

The work demands creative flair, up-to-date knowledge of industry software and a professional approach to time, costs and deadlines.

£15,000 to £60,000+

MONEY MATTERS

As a freelance designer you could ear around £200 - £400 a day

Freelance

Employed

EDUCATION

GCSE REQUIREMENTS

You will need to get onto a creative further education course.

A "GOOD" GCSE Grade in

- English
- Maths
- Arts or Design subject (showing a portfolio of work)
- Computer science (IT)

There are a few apprenticeship options but these are very competitive.



Relevant subjects for graphic design work include those that involve visual arts. In particular, a degree or HND in the following subjects may increase your chances:

- 3D design
- communication design
- film and television
- fine art
- graphic design
- illustration
- photography
- visual art.



SKILLS



You'll need to have:

- passion and enthusiasm for design, with a creative flair
- a flexible approach when working in a team
- excellent communication skills to interpret and negotiate briefs with clients
- good presentation skills and the confidence to explain and sell ideas to clients and colleagues
- time management skills and the ability to cope with several projects at once
- accuracy and attention to detail when finalising designs
- being open to feedback and willing to make changes to your designs
- effective networking skills to build contacts.

LETS TALK CAREERS IN interior

DESIGN

As a printmaker, you'll design the prints yourself and create them using techniques such as intaglio (methods of etching and engraving), lithography and screen printing, on wood, metal, stone or other materials. After which, you'll transpose them onto another surface, generally using a printing press. Surfaces can include glass, cloth and paper.

Electronic and digital printing processes are increasingly being used by printmakers, alongside more traditional craft-based methods. This has increased collaborative working with computer artists.

£15,000 to £20,000+

MONEY MATTERS

large portfolio and a good reputation can earn significantly more

Freelance



EDUCATION

GCSE REQUIREMENTS

You will need to get onto a creative further education course.

A "GOOD" GCSE Grade in

- English
- Maths
- Arts or Design subject (showing a portfolio of work)
- Other subjects



Relevant degree subjects include arts and humanities subjects.

The following may increase your chances of success:

- textile design
- fine art/visual art
- art and design
- surface and graphic design
- illustration and drawing



SKILLS

You'll need to have:

- creativity - for producing work that will meet client specifications
- a good understanding of the properties of the different materials used for printing
- dexterity - for handling printmaking equipment
- strong communication skills
- the ability to set and achieve goals
- networking skills - for building and developing relationships, especially important when self-employed.

There are a few apprenticeship options but these are very competitive.



LETS TALK CAREERS IN

PHOTOGRAPHY

Photographers create visual images for an exceptional range of creative, technical and documentary purposes.

As a professional photographer, you'll usually work to a brief set by the client or employer.

Examples of content you could work on include wedding, family and baby, fashion, food, architecture and landscape photography.

A large proportion of professional photographers are self-employed. You could also find work with a variety of employers, including creative businesses, publishers and photographic agencies, or in the education and public sectors.

£16,000 and £22,000

MONEY MATTERS

Salaries can increase to anywhere from £25,000 to £65,000

Freelance
Employed

EDUCATION

GCSE REQUIREMENTS

You will need to get onto a creative further education course.

A "GOOD" GCSE Grade in

- English
- Maths
- Arts or Design subject (showing a portfolio of work)
- Other subjects

You can become a photographer without a degree, but in many instances having a degree or equivalent professional qualification is an advantage.



Relevant degree subjects include arts and humanities subjects. The following may increase your chances of success:

- art and design
- digital imaging
- fine art
- graphics
- media studies
- photography.



SKILLS

You'll need to have:

- excellent technical skills, using digital and non-digital cameras and industry-standard software such as Photoshop
- creativity and an eye for a picture
- personality, perseverance, patience and dedication when working on projects and briefs
- strength in working under pressure, juggling workloads and meeting deadlines
- the ability to work both independently and in teams, building rapport with clients, colleagues and other businesses.



LETS TALK CAREERS IN

VISUAL ARTS

As a **fine artist**, you may specialise in a particular medium and concentrate on a particular subject matter and type of art - landscapes, portraits or abstract art, for instance, or work laterally across subjects, mediums and even disciplines to explore ideas in unexpected ways and make original connections.

You could be commissioned to produce a piece of work or create your own pieces, which you'll then sell on, either directly to the public or through an intermediary such as a gallery or an agent, or you might engage in a creative research practice, contributing to knowledge via material and conceptual explorations.

Per work: £1,000 - £50,000+

MONEY MATTERS

You can expect to increase your prices with experience.

Freelance

EDUCATION

GCSE REQUIREMENTS

You will need to get onto a creative further education course.

A "GOOD" GCSE Grade in

- English
- Maths
- Arts or Design subject (showing a portfolio of work)
- Other subjects



The following degree subjects may be useful in developing your career as an artist:

- art and associated crafts
- art criticism
- art history
- design for performance
- fine art
- fine art critical practice
- public art
- sound art
- visual art and communication.

SKILLS

You'll need to have:

- artistic talent
- determination and commitment
- self-belief
- the ability to come up with and develop good ideas
- good visual communication skills
- business and self-promotion skills
- technical ability
- good organisational skills and the ability to meet deadlines
- effective research skills
- the ability to work independently and with others
- communication skills
- stamina and a willingness to put in long hours.



LETS TALK CAREERS IN

architecture

As an **architect**, you'll design new buildings or extensions or alterations to existing structures, and advise on the restoration and conservation of old properties. You may work on individual buildings or on large redevelopment schemes, and your responsibility can extend to the design of the surrounding landscape and spaces.

Working closely with clients and users, you'll make sure that projected designs match requirements and are functional, safe and economical. You'll usually control a project from start to finish and work with a number of construction professionals, including surveyors and engineers.

£15,000 to £70,000

MONEY MATTERS

Pay is based on qualification job title and experience

Freelance

Employed

EDUCATION

GCSE REQUIREMENTS

You will need to get onto a creative further education course.

A "GOOD" GCSE Grade in

- English
- Maths
- Science (physics)
- Arts or Design subject (showing a portfolio of work)
- Other subjects



University level course and experience along with joining the Architects Registration Board (ARB)

Part 1 First degree in architecture (3 years)

Stage 1 Practical experience (1 year)

Part 2 Further study (2 years)

Stage 2 Practical experience (1 year)

Part 3 Examination in professional practice and management



SKILLS

You'll need to have:

- good design and drawing skills to demonstrate your flair for architecture
- a strong imagination and the ability to think and create in three dimensions
- sound analytical skills, accuracy, and attention to detail
- a keen interest in buildings and the built environment - an insight into Building Information Modelling (BIM) will also be a significant advantage
- excellent communication skills, written and oral, with the ability to liaise effectively with a range of other professionals
- good organisational and negotiation skills
- strong teamwork and leadership skills
- an understanding about the relationship between people, buildings and the wider environment
- a first-rate understanding of construction processes
- commercial awareness and business acumen
- reasonable mathematical skills
- project management skills
- excellent IT skills, including computer-aided design skills.

LETS TALK CAREERS IN

crafts

£15,000 to £20,000+

MONEY MATTERS

large portfolio and a good reputation can earn significantly more

Freelance



SKILLS

You'll need to have:

- creativity - for producing work that will meet client specifications
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Meet Lucy a Graphic Designer



Meet Andrew a Photographer



Meet Olivia and Charlotte Ex Madeley Pupils



Meet Brett an Automotive Interior Designer



Meet Jack an ex Madeley Pupil and now an Art Dealer



Meet Jill a Fashion Trend Forecaster



Meet Carly, she is a Marketing Manager in Kowloon, Hong Kong



<https://studio.youtube.com/channel/UCOvDDHUnrXs6CUII72bgJ8Q/videos/upload?filter=%5B%5D&sort=%7B%22columnType%22%3A%22date%22%2C%22sortOrder%22%3A%22DESCENDING%22%7D> Please follow this link to our YouTube channel for more arts career videos (or careers in other industries using arts skills). We will keep updating the page as videos come in.



If you would like to see more art and photography work by current GCSE pupils, or even spot some of yours follow us on Instagram [@artphotographymadeley](#).

This is just a small snap-shot of the creative careers that exist. If you have any more question's, please come and speak to either ***Miss Leath*** or ***Mrs Stockdale***

[Find your perfect role in the creative industries - Creative Careers \(discovercreative.careers\)](#)