

GCSE ART AND DESIGN



Building on what you have learned in Art and Design in Year 9 the course gives you the skills you need to produce innovative, creative art and design across a range of disciplines.

You will be given the opportunity to develop a range of artistic skills and demonstrate these by creatively manipulating a broad range of materials and processes. Students will have opportunities to work with a range of other disciplines which will include working with:

- Fine Art - painting, drawing, printmaking and sculpture
- Fashion / Textiles
- Graphic Design
- Photographic / Digital imaging

You will gain experience of working in all of these areas through the beginning of the course but may choose to specialise in one area in Year 11 if you wish to.

In the projects you work through you will use the world around you for inspiration for your ideas and a range of methods including photography can be used to record sources of inspiration. You will also study cultural influences on art and design as well as the work of professional artists, designers and craftspeople. Ideas will be recorded and developed through a range of methods. Experimentation with materials and processes and creativity is key.

The course is split into two units:

Unit 1: This is the coursework unit in which all project work from Years 10 and 11 is marked as a whole.

Unit 2: This is an externally set assignment which begins in the January of Year 11. Students chose a theme or brief from a choice set by the exam board. This project then follows the structure of the coursework projects but has a time limit and must have an outcome generated during a period of controlled assessment.

Both units are assessed on the same criteria which assess your ability to:

- Understand art and design by analysing the work of designers and craftspeople from a range of cultures and historical periods and apply this knowledge when developing your own work.
- Experiment with ideas, materials, and processes.
- Record ideas and sources of inspiration in a range of appropriate methods.
- Produce final outcomes, realising intentions making connections with the work of designers and crafts people studied.

If you have any questions about this course please contact Mr Jones, Head of Arts and Technology Faculty: martyn.jones@svf.org.uk