

## GCSE Art, Craft and Design and Textiles Design

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### What is GCSE Art, Craft and Design?

This title promotes learning across a variety of experiences and through various processes, tools, techniques, materials and resources to generate different kinds of evidence of working and outcomes. Emphasis is on an increased breadth of approach commensurate in demand with the other titles.

### What skills can I get from it?

All students engaging with GCSE art and design specifications must demonstrate the ability to:

- Develop their ideas through investigations informed by selecting and critically analysing sources
- Apply an understanding of relevant practices in the creative and cultural industries to their work
- Refine their ideas as work progresses through experimenting with media, materials, techniques and processes
- Record their ideas, observations, insights and independent judgements, visually and through written annotation, using appropriate specialist vocabulary, as work progresses
- Use visual language critically as appropriate to their own creative intentions and chosen area(s) of study through effective and safe use of: media, materials, techniques, processes, technologies
- Use drawing skills for different needs and purposes, appropriate to the context
- Realise personal intentions through the sustained application of the creative process

### What areas will be taught?

Students must explore and create work associated with areas of study from at least **two** titles listed below.

**Fine art:** for example drawing, painting, sculpture, installation, lens-/light-based media, photography and the moving image, printmaking, mixed media and land art.

**Textile design:** for example art textiles, fashion design and illustration, costume design, Constructed textiles, printed and dyed textiles, surface pattern, stitched and/or embellished textiles, soft furnishings and/or textiles for interiors, digital textiles and installed textiles.

**Three-dimensional design:** for example architectural design, sculpture, ceramics, product design, jewellery and body adornment, interior design, environmental/landscape/garden design, exhibition design, three-dimensional digital design and designs for theatre, film and television.

**Photography:** for example portraiture, location photography, studio photography, experimental imagery, installation, documentary photography.

### How will I be assessed?

There are two components to this GCSE. Component 1 is a portfolio of work completed over a period of time. Component 2 is an externally set assignment given to the pupils from around the 1<sup>st</sup> January in Year 11. Each component will cover the 4 assessment objectives required.

Component 1: must show evidence of working in areas of study drawn from two or more of the titles taking into account the distinguishing characteristics of art, craft and design.

Component 2: must show evidence of areas of study drawn from one or more of the titles of the areas of study selected

**Formal assessments:** Component 1: 60% Component 2: 40%

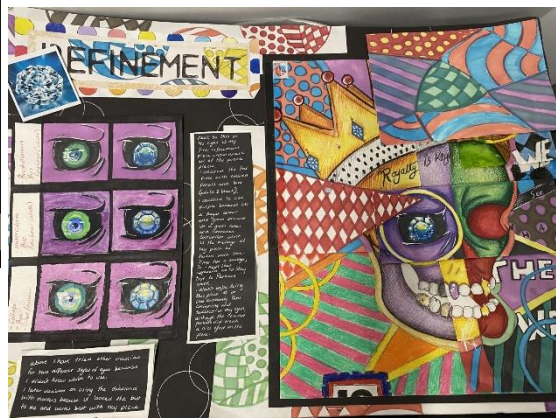
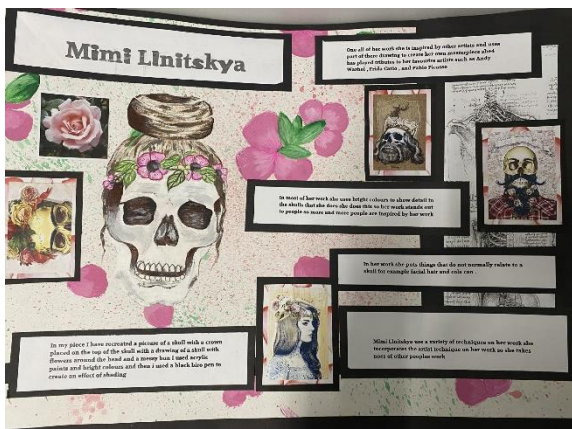
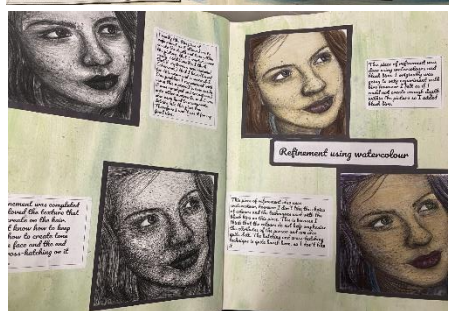
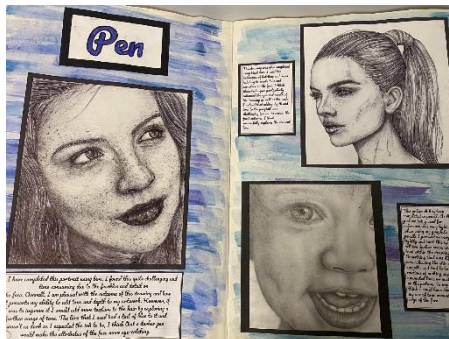
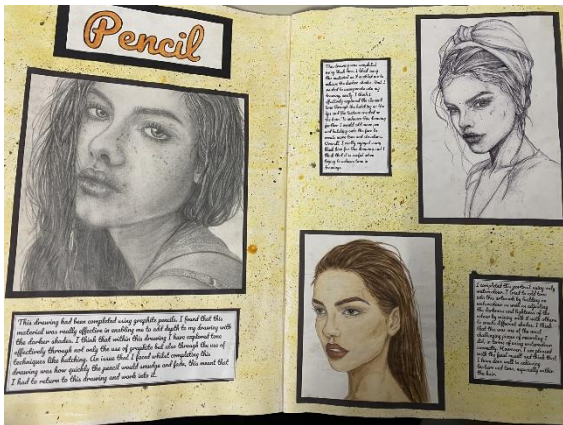
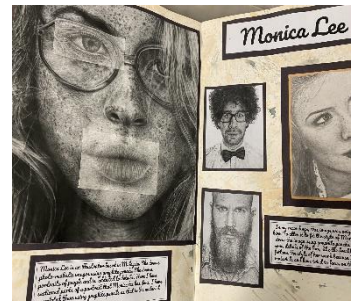
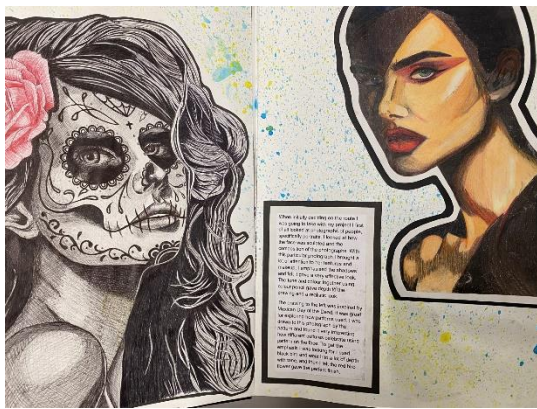


## How can I support my studies at home?

As with other subjects, your Art teachers will provide knowledge organisers for each part of the course. Normally for each Assessment Objective. The department will provide resources, examples and further support on google classroom. Access to materials and apps at home would be helpful when completing your work. You can also support your studies at home by allowing time to complete practical homework tasks.

## What career opportunities are there?

Fashion designer, Graphic designer, Theatre designer Animator Video game designer Illustrator Museum curator Photographer Architecture Product design Textiles design, Ceramicist, Advertiser Publisher, Interior designer, Fashion and media journalist, Hair and make-up designer, Retail designer, Exhibition designer, Jewellery designer, Artist, Visual media artist, Teacher



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## What is GCSE Textile Design?

Textile Design is a vibrant, creative, and imaginative coursework – based subject that allows students to design and produce fashion, jewellery and interior products whilst learning skills such as clothing construction, jewellery making, printing, embellishment of garments, weaving and quilting.

As well as the practical and design skills gained when studying Textile Design, you'll learn many vital transferable skills such as teamwork, project management, communication, marketing, and how commercial industry works. This fantastic course provides you with an excellent foundation of vital skills and knowledge you will need to continue further into college, A-level, or the wider world of design. Textile and fashion design is the second biggest industry in the UK, this course gives you the freedom to express yourselves using techniques and materials linked to manufacturing and production of textile products.

### During this course students will learn and develop skills and knowledge of:

- Exploring practical processes such as surface pattern printing, clothing construction, fabric dyeing, stitching, digital textiles, accessory making of scarves, hats and jewellery, embroidery and fabric manipulation.
- Research textile artists and fashion designers, looking at the manufacturing and processing elements used within the industry.
- Develop design ideas with a creative approach, producing a personal journey within your coursework, the freedom to experiment and resolve design investigations.
- Time management and the ability to adapt to various design constraints and consumer needs.
- Create products from a range of starting points and themes linked to industry using all the manufacturing skills and processes learnt on the course.

### How will I be assessed?

GCSE Textile Design is a coursework – based qualification which has 2 components: Component 1 (60%) – A two-year portfolio that comprises of 2 coursework projects, which includes research of themes and designers, experimenting and exploring ideas using appropriate media, materials, techniques, and processes, and producing textile interior and fashion products.

Component 2 (40%) – Preparatory studies and a 10 hour practical producing a soft furnishing or fashion product using all the skills, knowledge and processes gained within the two year course.

### Career Pathways:

\*Fashion designer \*Fashion photographer \*Furniture designer \*Interior designer \*Wallpaper designer \*Jewellery maker \*Fashion buyer \*Illustrator \*Teacher \*Printmaker \*Retail Buyer \*Stylist \*Film set designer \*Costume Designer \*Theatre Set Designer \*Visual Merchandiser \*Product Designer \*Music Stylist

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