

GCSE Art, Craft and Design

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 1st 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, Architect, 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

