

# GCSE ART AND DESIGN

## Why choose GCSE Art and Design?

Studying Art and Design provides entry to an unprecedented range of specialisms, skills – both traditional and digital – and careers.

### Study Art and Design and learn to:

- Seek creative solutions by using materials and techniques intelligently, imaginatively and experimentally;
- Develop your knowledge and understanding of how art and design functions and is valued in diverse cultures and at different time;
- Develop a sense of enquiry, an ability to take practical and intellectual risks, to make considered decisions;
- Make qualitative aesthetic and cultural judgments;
- Articulate your reasons for preference;
- Engage with art and design in the public sphere.

## What will I study?

This GCSE specification in Art and Design offers a choice of seven titles. Each title offers a further choice of areas of study but work need not be limited to a single one of these.

Each of the following titles is recognised as a distinct GCSE qualification:

### Art and Design (Art, Craft and Design)

This title is designed to promote 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. The emphasis is on an increased breadth of approach commensurate in demand with the depth of other specialist titles.

### Art and Design (Fine Art)

This title is defined as that aspect of art, craft and design where work is developed primarily for aesthetic, intellectual or purely conceptual purposes rather than for purposes that have a necessarily practical function.

### Art and Design (Graphic Communication)

This title is defined as the process of creating primarily visual material to convey information, ideas and emotions through the use of graphic elements such as colour, icons, images, typography and photographs.

### Art and Design (Textile Design)

This title is defined as the creation of designs and products for woven, knitted, stitched or printed fabrics and involves an understanding of fibres, yarns and fabrics.

### Art and Design (Three-Dimensional Design)

This title is defined as the design, prototyping and modelling or making of primarily functional and aesthetic consumer products, objects, and environments.

### Art and Design (Photography)

This title is defined as the practice of creating durable static or moving images by recording light with light-sensitive materials such as photographic film or digitally by means of an image sensor.

### Art and Design (Critical and Contextual Studies)

This title is defined as the critical analysis, interpretation and reflective appraisal from a contemporary perspective of the work of artists, craftspeople and designers.



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## What skills will I develop?

### Thinking:

- Creativity
- Critical thinking
- Problem-solving
- Communication
- Strategy

### Skills

- Practical skills
- Design skills
- Presentation skills
- Digital comms

### Working

- Research
- Collaboration
- Perseverance
- Self-direction

### Experience

- Citizenship
- Personal care
- Social responsibility

## How will I be assessed?

There are two components at GCSE: Component 1 – Portfolio (60% of the qualification) and Component 2 – Externally Set Assignment (40% of the qualification).

<b>Unit 1: Portfolio</b>	<b>This unit comprises a major practical portfolio and outcome/s to be based on internally set themes and subject matter developed from personal and/or given starting points.</b>
<b>Unit 2: Externally Set Assignment</b>	<b>This unit is based on preparatory study that leads to a ten hour period of sustained focus in which you will produce a response to a chosen theme, visual stimuli or written brief.</b>