

# GCSE ART & DESIGN

## Curriculum Intent

Art and Design is a way of making sense of the world around you. GCSE art equips students with the skills to enjoy, produce and engage with the visual arts throughout their lives, and it has immense value as a GCSE subject.

GCSE Art and Design provides the opportunity for students to:

- explore both contemporary and historical sources of art, craft and design first hand through, for example:
- visiting museums, galleries, art shows, fairs & inviting artists into the centre.
- experiencing audio-visual productions, including still and moving imagery
- their surroundings and environments.
- take an individual approach to their art, craft and design making
- develop the skill of selecting their best and most appropriate work for presentation.

### Qualification - OCR GCSE Art & Design

#### Content:

**Y10** During Year 10 you will be working on 2 different projects. Gaining understanding and knowledge of 'The 7 Elements', Colour Theory, Key terms & the 4 assessment objectives.

**Y11** In Year 11, you will undertake a project to prepare for a mock exam. In January, the External Set Assignment themes will be released. It's essential to draw on your Year 10 experiences to navigate the assessment objectives effectively.

After the Christmas holidays (spring term 1), you will receive the exam paper from OCR. You will have approximately 10 weeks to complete your preparation work before sitting your **final 10-hour exam**. The work you complete for this exam will contribute 40% to your final mark.

**Assessment criteria:** The Art and Design GCSE is made up of two elements,

#### Portfolio Work

The portfolio work will be created in year 10 and the first term of year 11. The portfolio mark will account for 60% of the final grade.

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#### Final Exam

The exam will be 10 hours, spread over 2 - 4 days and sat in May.  
The GCSE theme is released in January  
From January to the exam date, students investigate this theme for their final piece, which is produced in the exam.

- **AO1 - DEVELOP IDEAS – ARTISTS, TRIPS/VISITS & SOURCES OF INSPIRATION**

Develop ideas through investigations, demonstrating critical understanding of sources.

- **AO2 - REFINING and EXPERIMENTING**

Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.

- **AO3 - OBSERVATIONAL DRAWINGS, EXPLANATIONS & USE OF MEDIA**

Record ideas, observations and insights relevant to intentions as work progresses.

- **AO4 - FINAL IDEA & FINAL PIECE, LINKS WITH ARTISTS**

Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.