

What our Current Year 10 students have said about their Art Lesson's this year:

I have enjoyed the cultures project

Experimenting new styles / types of art

Independent work

I have enjoyed learning new skills even though they can be challenging

Learning about art styles of different cultures

Everything I just love art

Learning different ways of cultures are expressed through art and the different art equipment

How much my artwork has improved

I absolutely love them, the art we do I adore. I struggle sometimes but I always get the help from the teacher if need be.

GCSE ART AND DESIGN

(8201, 8202, 8203, 8204, 8205,
8206)

Specification

For teaching from September 2016 onwards
For exams in June 2018 onwards

Version 1.0 23 October 2015

These specifications include the following titles:

- Art, craft and design
- Fine art
- Graphic communication
- Textile design
- Three-dimensional design
- Photography

GCSE Art and Design

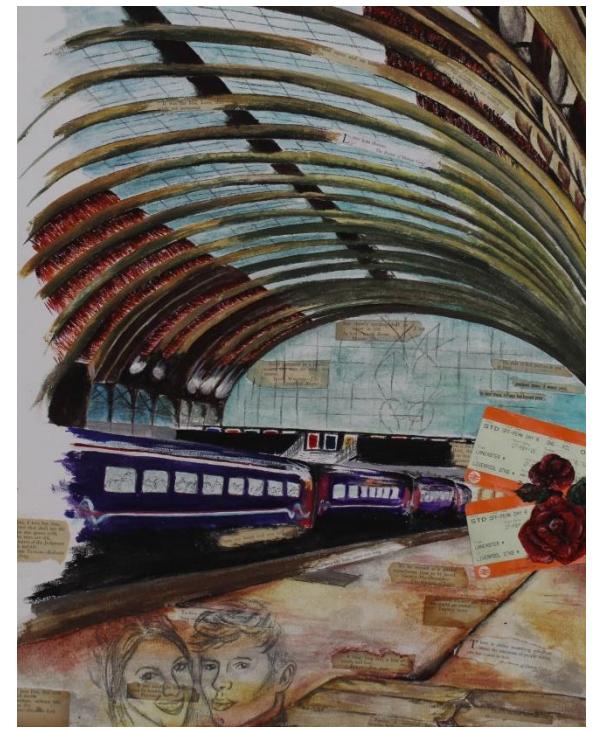
FINE ART

Component 1: Portfolio - 2-3 Themed projects set by your Art teacher - 60% of total mark.

The Portfolio is made up of 2-3 projects set by your art teacher, you will have the opportunity to work independently within the boundaries of the theme that has been set for each project. You will also have the opportunity to develop a wide range of different, drawing, painting and making skills and techniques.

Component 2: Externally set assignment – project set by AQA - 40% of total mark.
10 hours of sustained focused study (exam).

The Externally set assignment is your art exam, you will receive a paper in the January of Year 11. You will then be expected to select just one question and develop this theme in your sketchbook until the end of March, you will then complete your final piece for this project in 10 hours, this is usually made up of two 5 hour sessions.



Art & Design is suitable for a wide variety of students. Including gifted artists who wish to pursue a career in creative industries, those wishing to balance academic and practical subjects and those who simply enjoy Art & Design and are willing to work hard.





Morecambe Bay
Academy

Ruby T





Morecambe Bay
Academy

Tess C





Morecambe Bay
Academy

Maighdlin M





Morecambe Bay
Academy

Archie W.





Morecambe Bay
Academy

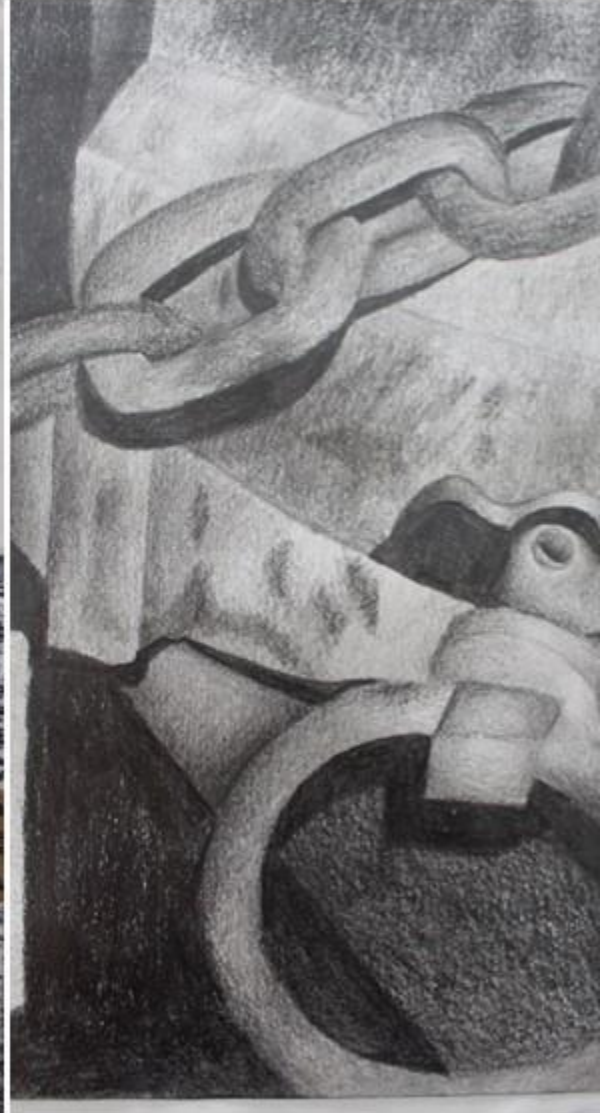
Amy T.





Morecambe Bay
Academy

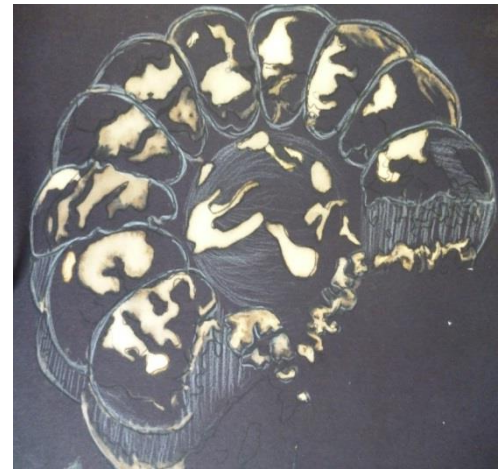
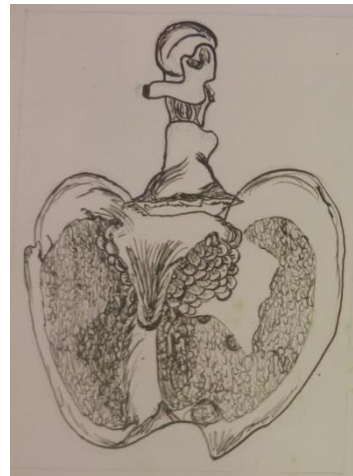
Ellie H.



Assessment objective weightings

GCSE Art and Design: Fine Art

- 25% AO1: Develop ideas through investigations, demonstrating critical understanding of sources.
- 25% AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.
- 25% AO3: Record ideas, observations and insights relevant to intentions as work progresses.
- 25% AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.



Drawing

Students must provide evidence of drawing in both their portfolio submission and externally set assignment. These can take different forms depending on intention. It can feature as an element within the developmental process and/or explicitly in the realisation of intentions. Drawing could be demonstrated in students' evidence for AO1, AO2 and AO4, but **must** feature in their evidence for AO3. The particular value and significance of drawing should be determined by the ways in which it addresses purpose and need rather than the extent to which it demonstrates technical mastery, unless this is the explicit intention.



Written annotation

When addressing the requirements of AO3, students must record their ideas, observations and insights both visually and through written annotation using appropriate specialist vocabulary, as work progresses. Annotation must be explicitly evidenced in both Component 1 and Component 2.

The content and presentation of annotation will be determined by what the student wishes to communicate, including how it supports the development of their work through the creative process.

For example, as ideas are developed, explored and recorded annotations might relate to initial thoughts, practical considerations, the communication of intentions, responses to sources, critical reflection on personal work and self-evaluation. Teachers should encourage students to appreciate the purposes of annotation and understand where and how annotations can feature as an integral rather than 'bolt-on' aspect of the creative process. As such, annotation can also contribute to evidence for AO1, AO2 and AO4. Annotations can be presented in hand written and/or digital form as appropriate.

To ensure evidence of written annotation features appropriately:

- access the online exemplar materials and specific guidance on how written annotation might feature in each title
- review examples of students' annotations within the context of students' overall submissions (provided on e-AQA)
- ensure the person responsible for internal standardisation attends a teacher standardisation meeting to see 'live' examples of how students have met this requirement (in line with the requirements set out in [Teacher standardisation](#)).

- **What qualities do the best Art students have?**
 - + Imaginative
 - + Listen – take on board advice/criticism
 - + Organised with homework/puts time in
 - + Happy to get stuck into trying new techniques and working with varied materials.
 - + Prepared to take risks
 - + Wants to be creative
 - + Follow instructions
 - + Aware that final pieces take time to develop and make!

The UK Creative Industries 2019 VALUE

Value (GVA*)
The UK Creative Industries 2019

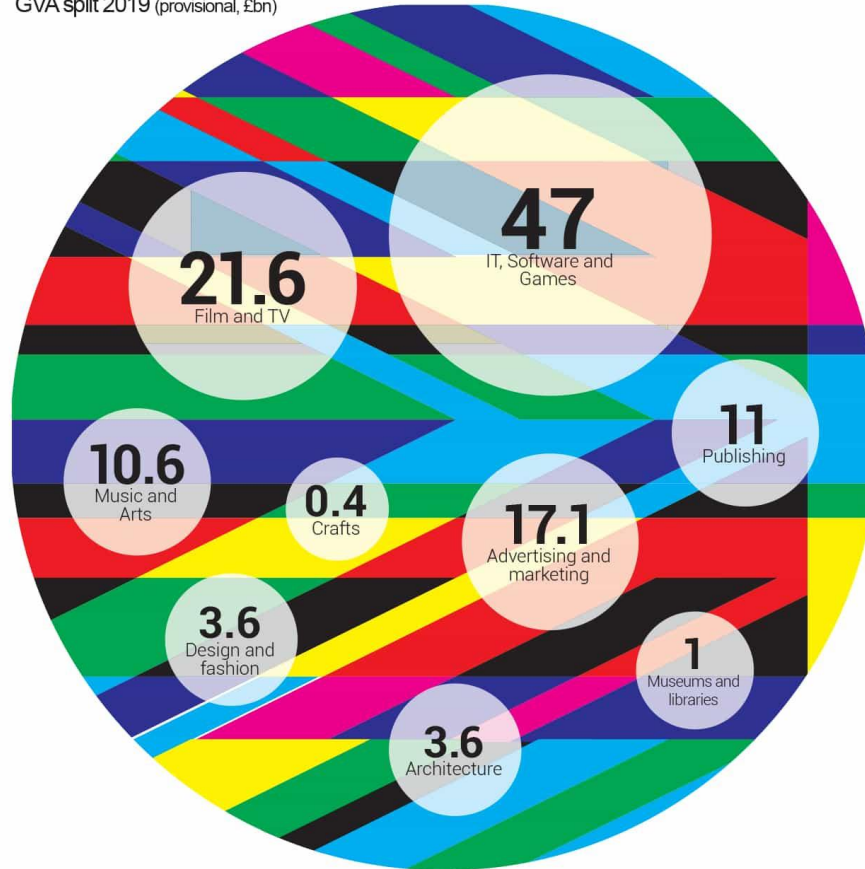
£115.9bn
A YEAR

£13.2m
AN HOUR

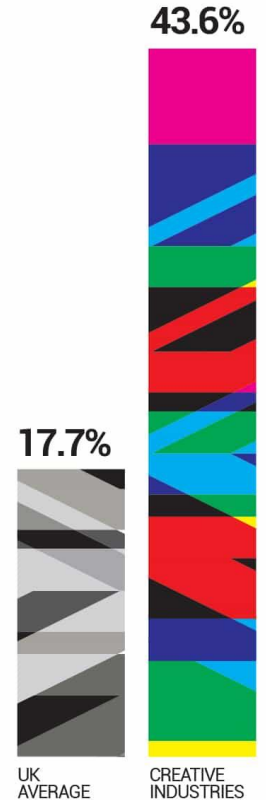
5.6%
INCREASE IN VALUE SINCE 2018**

*Gross Value Added, current prices **Calculated using chained volume measures

GVA split 2019 (provisional, £bn)



Change in GVA 2010-2019**



Source: DCMS, December 2020

www.thecreativeindustries.co.uk

The fastest growing industry in the UK right now.

The UK Creative Industries 2019 JOBS

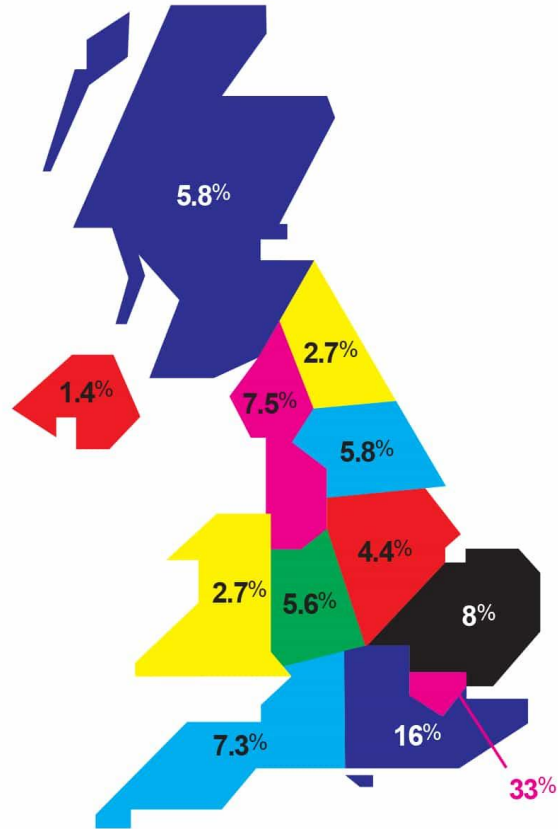
Jobs

2.1 MILLION JOBS
TOTAL

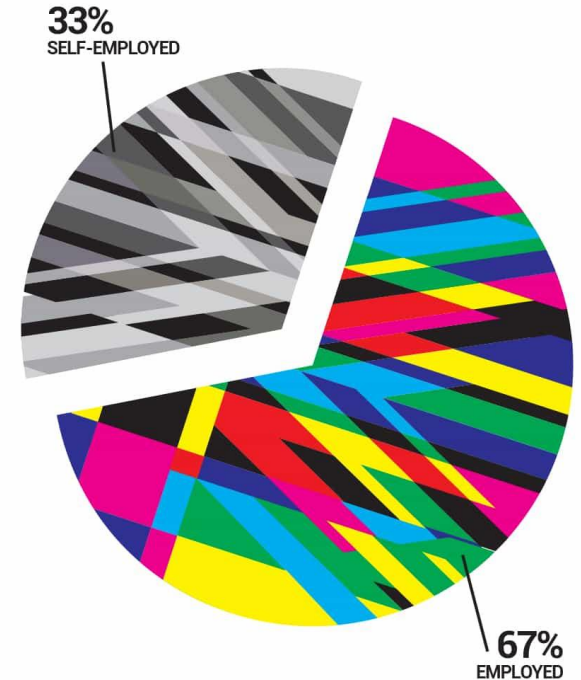
61k NEW JOBS
IN 2019

2.7x
JOBS GROWTH OF UK AVERAGE

Proportion of UK creative industries jobs by region in 2019



UK Creative Industries Workforce 2019

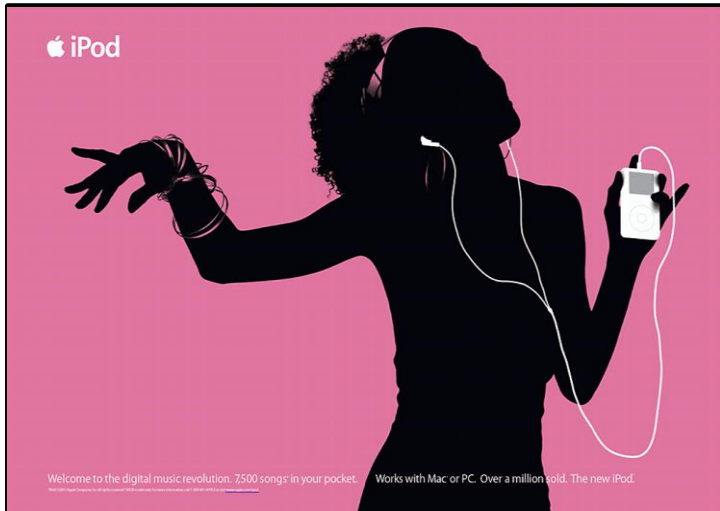


www.thecreativeindustries.co.uk



WHERE CAN ART & DESIGN
TAKE ME?

www.yourcreativefuture.org/



Advertising



Architect



Illustrator



**Costume
Design**



Ceramicist



**Furniture
Designer**



Jeweller



Florist



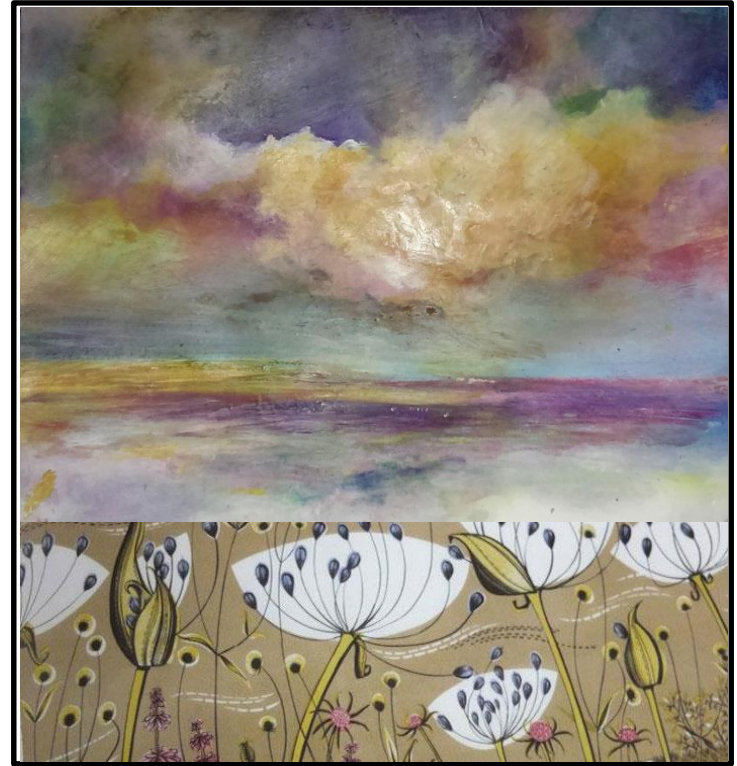
Glass Blower



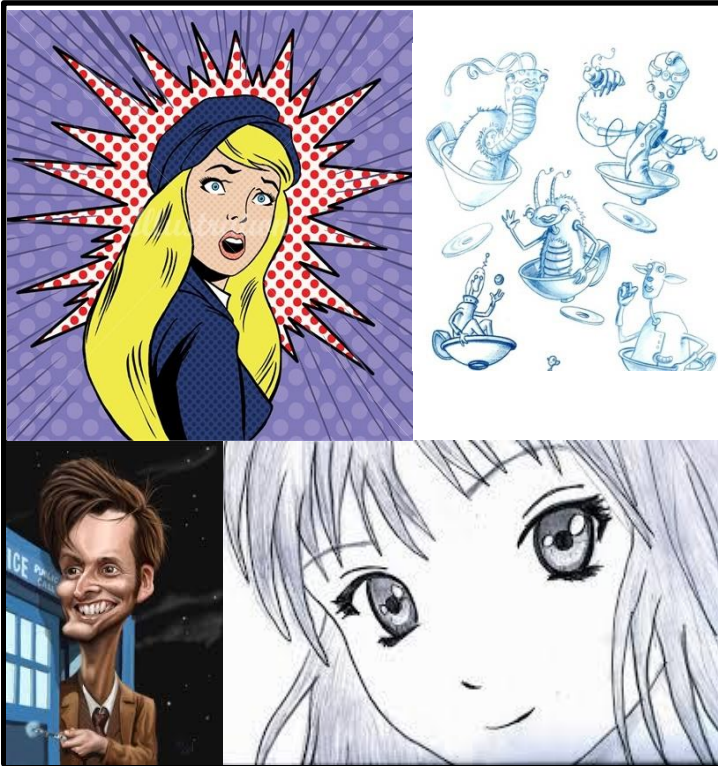
Interior Designer



Sculptor



Fine Artist



Cartoonist



**Photography -
Portrait**



Photography -
Fashion



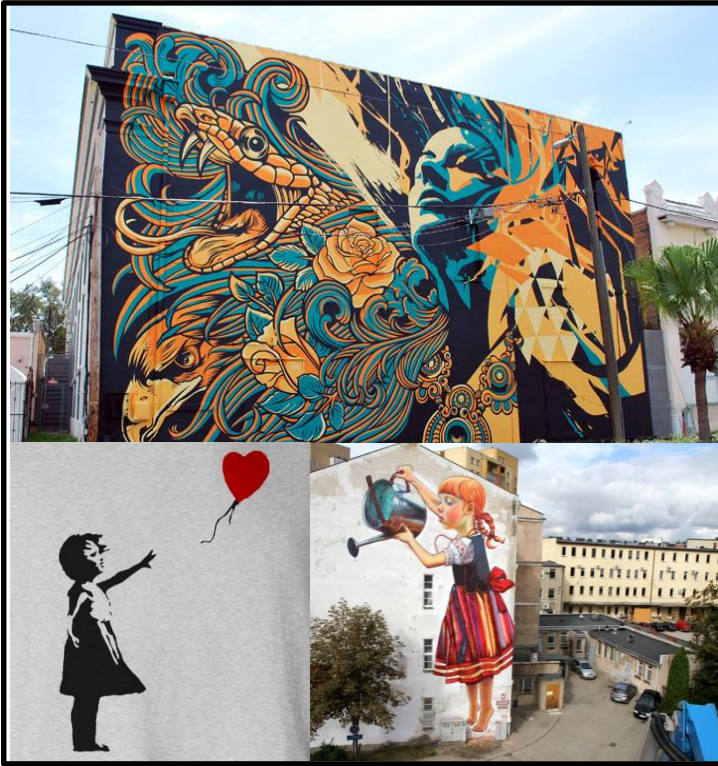
Photography -
Journalism



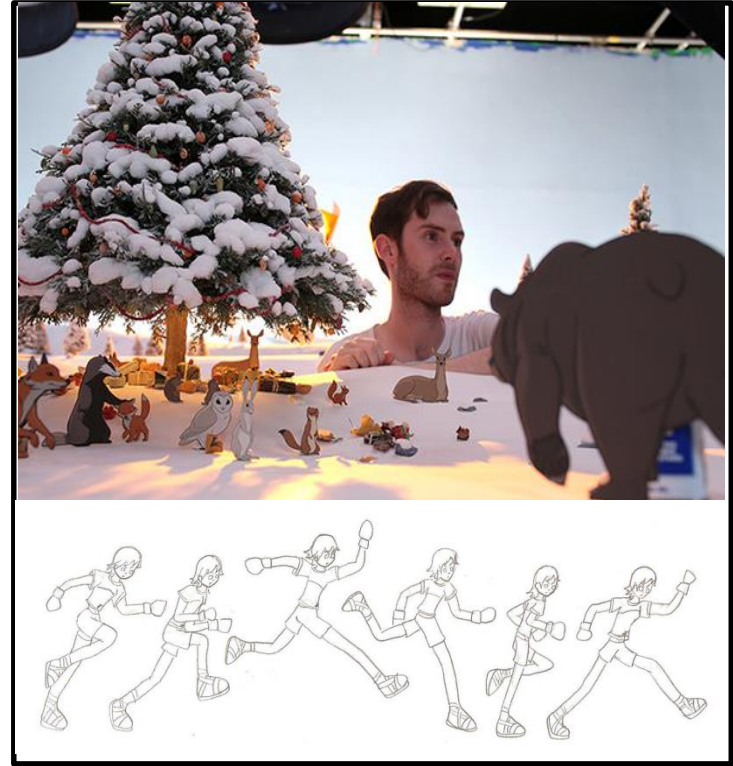
Set Design
TV, Film, Theatre



Textiles Designer



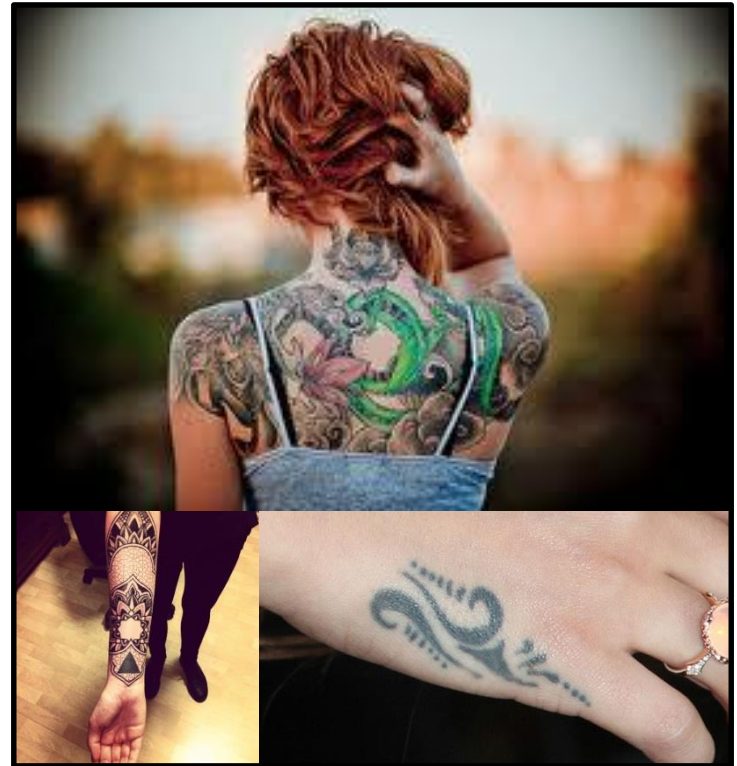
Urban Artist



Animator



Product Design



Tattoo Artist



Footwear
Design



Video Game/
App Developer

Further study and career opportunities:

Art & Design GCSE provides the perfect spring board for students to progress to A-Level and University.

Future Prospects/Career Options:

The creative industries in the U.K are rapidly growing. They contribute £92 billion to the economy and employ over 3 million people. People with creative skills are highly valued in a rapidly changing world of work. There are hundreds of special-isms but it is competitive and you need to work hard.

This is a broad-based course exploring practical, critical and contextual work through a range of 2D and/or 3D processes and media.

GCSE Art and Design (Fine Art) gives you the skills and knowledge to create personal and imaginative work. You can choose to focus on a specialist area of study from a variety of exciting processes and media to suit your individual interests and abilities. This can result in A-level/degree opportunities and careers ranging from painting portraits to producing exotic fashion costumes or designing futuristic architecture. If you have an adventurous, creative and enquiring mind and are excited by shaping and determining the visual world around us, there is a career opportunity waiting for you.

Job Opportunities within the Arts

- Animator
- Architect
- Art Therapist
- Blacksmith
- Ceramics
- Cartoon/Comic art
- Community arts
- Costume design
- Exhibition design
- Fashion design
- Film director
- Fine artist
- Furniture design
- Game design
- Graphic design
- Illustrator
- Interior design
- Jewellery design
- Make up/Hair design
- Medical illustrator
- Photographer
- Product design
- Sculptor
- Set designer
- Tattoo artist
- Teacher
- Theatre design
- Web design

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