



GCSE Art and Design

The GCSE Art and Design course requires not only practical artistic skills and abilities, but also the study of art and its various contexts that should form part of any student's education. It could be said that students are both practitioners and critics. This understanding forms the basis of this course and the examination.

There is a focus on art and design practice and the integration of theory, knowledge and understanding to reach a personal response.

A unit of coursework is a combination of artist research, supporting studies and developmental work leading to one or more outcomes or to a variety of resolutions. All four assessment objectives must be covered within the coursework component.

Students create a journal which contains evidence of idea development, reference to the work of others, showing understanding of meanings, contexts and their decision making skills, using an appropriate visual and written form.

First-hand experience and critical awareness of works of art and design are encouraged via visits to galleries and museums.

The course gives students the opportunity to develop a wide range of practical skills including:

- Painting
- Drawing
- Print-making
- Sculpture
- Photography
- Digital media

Art related careers include:

- Artist
- Illustrator
- Graphic Designer
- Photographer
- Fashion Designer
- Curator
- Film maker
- Art director
- Set Designer



GCSE Assessment is made up of two units:

Unit 1 – Personal Portfolio 60% of total marks

Unit 2 – Externally set assignment 40% of total marks