

GCSE ART - WHAT YOU NEED TO KNOW

Your AQA GCSE Art & Design course is spread over three years. You will be expected completed a Portfolio Unit of work which will amount to 60% of your grade and create a response to an externally set task worth 40%. You will be encouraged by your teachers to think independently and create personalised artwork in response to certain starting points. You will be led through a series of workshops that meet the criteria for the assessment objectives listed below.

A01 Investigating the work of other artists and designers

It is really important to learn how historical & contemporary artists/designers have responded to the sorts of themes that you will study. As part of your development you will create several investigations into a variety of artists or crafts people. You will be taught how to analyse and how to develop ideas in response to their work

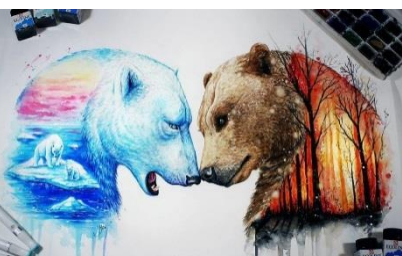


A02 Improve your ability by experimenting with a variety of media

You will refine your own ideas by demonstrating that you have mastered a large variety of materials, techniques and processes. This may take the form of 2D and 3D specialisms

A03 Develop your drawing and recording skills

Each project will include a full range of drawing skills. You will learn mark making techniques such as cross hatch, stipple and feathering. You will be shown how to add tone and contrast to your drawings as well as perspective and form. You will be taught how to record your ideas in other ways such as using photography. You will also learn how to present your work effectively in your sketchbooks.



A04 Create a Personal Response using all of the above

At the end of the project you will be taught how to present a final piece of work. This could be a painting, a ceramic piece, a series of prints, a sculpture, a piece of textiles or a mixed media piece.

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Assembled: In this project you will investigate how artists and designers have taken inspiration from historical and futuristic influences by exploring the sub-culture of Steam Punk. You may experiment with mixed media, ICT, drawing, painting, printing or 3D art to create a response to the theme Assembled.



Out of Place – In this project you will investigate the art movement surrealism. You will learn how artists and designers use symbolism and metaphors to communicate their ideas through dreamlike paintings or sculptures. You may experiment with mixed media, ICT, drawing, painting, printing or 3D art to create a response to the theme



Detail: In this project you will investigate how artists and designers have responded to the theme of Detail. You will look at a range of themes from Microscopic life forms to the detailed textures of architectural structures. You may experiment with mixed media, ICT, drawing, painting, printing or 3D art to create a response to the theme



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