



**Taking GCSE  
Art Craft &  
Design  
HURWORTH  
SCHOOL**

## Course Information

The Art and Design GCSE is made up of two elements:

- **Portfolio (COURSEWORK)**
- **A final exam**

The portfolio work will be created in year 10 and the first term of year 11. You will work on 3 projects in this time and at the end of year 11 you will select your best work and submit this for marking. **The portfolio mark will account for 60% of your final grade.**

The exam will be 10 hours, spread over 2 days and sat at the end of year 11. You will have from the beginning of January to prepare for the exam and complete all your preparation work in your sketchbook. You will be given a range of themes/words by the AQA (the exam board) and you will have to select and investigate one of these for your exam work. **The exam will account for 40% of your final grade.**

### Year 10

Over the course of year 10 you will be working on 2 different projects.

The first project will be **The Natural World**

During this project you will explore various medias such as tonal pencil, watercolour, printing, collage, mark making, acrylic paint, photography and Photoshop. You will investigate a range of self selected artists, designers or photographers and use their work to inspire your own work.

The second project in year 10 will be **Identity**.

During this project you will explore further drawing, painting and photography techniques but then branch off into your own personal response – your artwork will depend on the artist you choose to look at.

### Year 11

In year 11 you will begin the mock exam work. You will be given the exam themes at the end of the summer in year 10 and have the whole of the Autumn term to investigate and develop your ideas ready for the 10 hour mock exam at the end of December. The work you complete for this mock can be counted towards your portfolio work.

After the Christmas holidays you will be given the exam paper from the AQA. You will then have to select from one of the themes given and begin your preparation work. Your final 10 hour exam will take place in the spring term. All work completed for this exam will count towards 40% of your final mark.

# THINGS YOU WILL INCLUDE IN A PORTFOLIO...

DRAWINGS

PHOTOGRAPHY

IDEAS BOOK

ARTIST RESEARCH

EXPERIMENTATION WITH DIFFERENT  
MATERIALS AND TECHNIQUES

PHOTOSHOP MANIPULATION

FINAL PIECE

# HOW MY WORK IS MARKED...

All of your work will be marked according to how well you have met the 4 assessment objectives.

## **AO1 - DEVELOP IDEAS – ARTISTS, TRIPS/VISITS & SOURCES OF INSPIRATION** (artist research and links to work)

Develop ideas through investigations, demonstrating critical understanding of sources.

## **AO2 - REFINING and EXPERIMENTING** (prep pieces exploring different materials and layouts)

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

## **AO3 - OBSERVATIONAL DRAWINGS, EXPLANATIONS & USE OF MEDIA** (drawings and photography)

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

## **AO4 - FINAL IDEA & FINAL PIECE, LINKS WITH ARTISTS** (final piece and clear journey)

Present a personal and meaningful response that realises intentions and demonstrates

Each section is marked out of 24. The highest possible mark is 96

**Key Terms**

Formal Elements	The parts used to make a piece of artwork.
Line	Line is the path left by a moving point. For example, a pencil or a brush dipped in paint. A line can be horizontal, diagonal or curved and can also change length.
Shape	A shape is an area enclosed by a line. It could be just an outline or it could be shaded in. Shapes can be <b>geometric</b> or <b>irregular</b> .
Form	Form is a <b>three dimensional shape</b> , such as a cube, sphere or cone. Sculpture and 3D design are about creating forms.
Tone	This refers to the lightness or darkness of something. This could be a shade or how dark or light a colour appears. Tones are created by the way light falls on a 3D object. The parts of the object on which the light is strongest are called <b>highlights</b> and the darker areas are called <b>shadows</b> .
Texture	This is to do with the <b>surface quality</b> of something, the way something feels or looks like it feels. There are two types of texture: <b>Actual texture</b> really exists, so you can feel it or touch it; <b>Visual texture</b> is created using marks to represent actual texture.
Pattern	A design that is created by repeating lines, shapes, tones or colours. The design used to create a pattern is often referred to as a <b>motif</b> . Motifs can be simple shapes or complex arrangements.
Colour	Red, yellow and blue are <b>primary colours</b> , which means they can't be mixed using any other colours. In theory, all other colours can be mixed from these three colours.
Media	The materials and methods used to produce a piece of art or design.
Composition	How the elements of the work are put together.

This is the marking criteria produced by the exam board – AQA:

Assessment Objective 1	Assessment Objective 2	Assessment Objective 3	Assessment Objective 4
Develop their ideas through investigations informed by contextual and other sources demonstrating analytical and cultural understanding.	Refined their ideas through experimenting and selecting appropriate resources, media, materials, techniques and processes.	Record ideas, observations and insights relevant to their intentions in visual and/or other forms.	Present a personal, informed and meaningful response demonstrating analytical and critical understanding realising intentions and where appropriate making connections between visual, written, oral or other element.
This is what it actually means:			
Assessment Objective 1	Assessment Objective 2	Assessment Objective 3	Assessment Objective 4
Looking at artists, designers and craftspeople to help your own work. Showing that you can analyse art that inspires you and that you understand the cultural background to the art.	Using lots of different materials and media. Experimenting to find out what works and what doesn't. Improving your work as it progresses.	Drawing, painting, sculpting, printing, photographing, etc. from objects in front of you or your imagination. Your ideas need to link to AO1. Your thoughts and ideas should also be recorded through annotation.	This is the work that you make combining of your inspiration (AO1), your experiments (AO2) and your observations (AO3). This is mostly at the end but there will also be elements throughout your work that answer this AO.

**Annotations**

**YOUR WORK**

**ANNOTATIONS**

As a general rule, always try to say:

- **WHAT** you have looked at
- **WHO** made it
- **WHEN** it was made
- **WHY** it is inspiring to you
- **HOW** it will effect your own work

When talking about your own work, try to say:

- **WHAT** you have done
- **HOW** have you done it
- **WHAT** inspired you
- **WHAT** else did you try
- **WHY** is it successful
- **IS** there anything you would change

**ALWAYS TRY TO BE POSITIVE!**

**ADD AN OPINION- LOTS OF MARKS**

**Steps to success**

A unit of work is a 'package' of work produced in response to a single starting point. To be successful you need to show evidence of:

- Drawing and recording (photography)
- Planning - Keeping written and visual records
- Research – initial ideas and artist research
- Produce experiments and exploration studies
- Review, modify, develop and improve your work
- Finalising your ideas
- Presenting a final outcome or outcomes.

**Websites**

- <https://www.pinterest.co.uk>
- <https://www.tate.org.uk/>
- <https://www.saatchigallery.com/>
- <https://en.wikipedia.org>
- <http://www.bbc.co.uk/schools/gcsebitesize/art/>