



Art and Design

Qualification

EdExcel GCSE in Art & Design

Objectives

To develop pupils':

- Creative and imaginative ability and the practical skills for engaging with and for communicating and expressing original ideas, feelings and meanings in art, craft and design
- Investigative, analytical, experimental and interpretative capabilities, aesthetic understanding and critical and enquiring minds, with increasing independence
- Cultural knowledge and understanding of art, craft and design and of the media and technologies used in different times, contexts and societies
- Personal attributes including self-confidence, resilience, perseverance, self-discipline and commitment.

Overview

Throughout the course pupils will:

- Develop ideas
- Refine ideas and skills
- Record for different purposes
- Present their ideas and imagery, and realise their final intentions

Skills

Pupils will learn to:

- Carry out appropriate research
- Analyse and evaluate their own and others' work
- Develop insight into work from different contexts
- Experiment with different media and techniques to explore potential ideas
- Investigate and analyze ideas from different sources
- Develop skill using the formal elements (line, tone, form etc)
- Develop a range of recording skills
- Demonstrate visual, spatial, textural and other qualities in their work
- Develop and communicate ideas
- Show understanding of other artists' work
- Keep a critical and analytical review of their own progress
- Take responsibility for producing and presenting their individual response

Course Content

A Personal Portfolio will be produced, this will contain Coursework produced both under supervision (in school) and independently (at home).

Coursework is made up of two different themes, which each allow for a variety of different interpretations, and which vary from year to year.

Both projects cover a wide range of different media and processes including: drawing, painting, collage, printmaking, designing, 3-D work, textiles, and ICT.