| **Art and Design GCSE** |
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| **Course Overview** |
| During year 10 and 11 students will work through 4 assessment objectives that allow them to explore the work of traditional and contemporary artists, designers and craft makers. Students will analyse work and develop their own thoughts and opinions. This understanding is then enhanced through the student’s exploration of 2D and 3D processes. This will allow students to explore and develop their own ideas and further develop their growing understanding of the formal elements. Students will then be expected to evaluate their own work demonstrating the influences and thought processes used along the way. A range of themes will be covered including Fragmentation and Distortion and Similarities and Differences. Alongside this an understanding of health and safety will support the student’s practical work. |
| **Assessment** |
| Unit 1: Personal portfolio in Art and Design (60% of final grade).This is built up of exploratory work as discussed above. | Unit 2: Externally set assignment (40% of final grade)This externally set theme will allow students to independently explore their own ideas and concepts.10 hour externally set exam in April.  |
| **Awarding Body**  |
| Edexcel |
| **Independent Learning Expectations** |
| As will all practical based subjects there is an expectation for students to spend time working on their coursework and practise their skills independently.Coursework is expected to be completed within a limited timeframe, it is the students responsibility to ensure this is completed with autonomy.  |
| **Possible Careers in the Subject** |
| Photographer, PublishingWeb designer Graphic designer Interior designer Game designer Fashion designer, set designerIllustration, AnimationPrintmakingTeachingArchitecture, Urban plannerMuseum Curator.  |
| **Subject Leader** Miss S Lewis |
| **Name** Miss S. Lewis **Email address** s.lewis@pudseygrammar.co.uk |