

# GCSE

# ART & DESIGN

Overall, you can be awarded 200 marks for GCSE Art & Design. The course is made up of a **Personal portfolio** worth 120 marks (60%) and an **Externally Set Assignment** worth 80 marks (40%). The Art Department will set regular practical and research class/homework tasks in order for you to cover all of the Assessment Objectives fully.

## EXAMPLE CAREERS IN ART



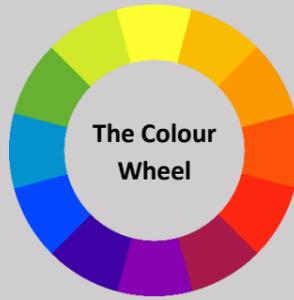
## Key Knowledge

Assessment Objective 1	Develop Ideas through Investigations, demonstrating critical understanding of sources. <b>Exploring artists and their art work and using these as inspiration.</b>
Assessment Objective 2	Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. <b>Experimenting with media and techniques to improve your skills and visual ideas to support a final idea.</b>
Assessment Objective 3	Record Ideas, observations and insights relevant to intentions as work progresses. <b>Consider a theme, making relevant observations/recordings and collecting resource material.</b>
Assessment Objective 4	Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. <b>Complete an intentional and purposeful outcome.</b>

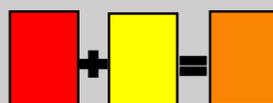
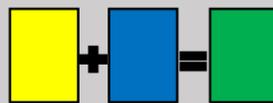
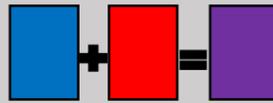
## Media

Pencil		The most common tools used for drawing. Can be used for shading.
Biro		Drawings can be completed in Biro (ball-point pen) and used to shade with techniques such as cross-hatching
Pastels		Oil and chalk pastels can be used to blend colours smoothly. Chalks usually give a lighter appearance.
Coloured Pencils		Coloured pencil can be layered to blend colours, some are water soluble.
Acrylic Paint		A thick heavy paint that can be used to create texture or give a smooth, bold appearance. Quick drying
Watercolour		Watercolour can be solid or liquid paint that is to be watered down and layered.
Oil Paint		A form of slow-drying paint that consist of particles of oil pigments suspended in a drying oil that forms a tough, coloured film.
Sculpture		The action of processing (as by carving, modelling or welding) to produce a 3D piece of art.
Monoprint		Where ink is transferred onto paper by drawing over a prepared surface
Tone		A particular quality of brightness, deepness, or hue of a shade of a colour.

## Colour Theory



The **Primary Colours** are Red, Yellow and Blue.



A **Tint** of colour is created by adding white to a colour. A **Shade** is created by adding Black to a colour.

### Wider Reading Suggestions

- The Tate Website (general and kid site)
- GCSE Art and Design – BBC Bitesize
- Pinterest
- Student Art Guide
- Eduqas Art and Design GCSE – lightbox resources and guides for students.
- Paul Carney Arts

Purple, Orange & Green are collectively known as the **Secondary Colours**.

There are also six **Tertiary Colours** made up of mixing together primary and secondary colours.

**Warm and Cold** colours are separated half way through the colour wheel.

**Complementary** colours are any two colours which are directly opposite on the colour wheel. They contrast each other.

**Harmonising** colours are three colours which are side by side on the colour wheel. They work well together.

## ANALYSING ARTWORK

### 1. INTRODUCTION

**Describe** the Artist. Consider the following:

- Who created the work?
- When and where the work was made?
- What themes does the artist/photographer explore & the general style of their work?
- What art movement are they affiliated with?

### 2. CONTEXT

**Explain** what influenced the Artist to create this artwork/photograph. Consider the following:

- When was it created? Describe the period/context when/where the work was made?
- What was happening in the world at that time that might have influenced the artwork?
- How does the period/context influence the work?
- What else was happening when the work was made (art, life, politics) that may have influenced the artist and their work?

### 3. CONTENT

**Describe** the photograph as though you were explaining it to someone who cannot see it.

**Explain** why the photographer has create the image. Consider the following:

- What type of photograph is it?
- What is the photo about/what is the subject matter?
- What can you see (foreground, middle ground, background)?
- What is the most important thing in the photo?
- Does the Title express the Theme behind the work?
- Where and when was it taken (i.e., in a studio, on location, etc)?
- Is it a real event or is it staged?

### 4. THE FORMAL ELEMENTS

**Describe** what formal elements are in the artwork.

**Explain** why the artist has used them.

**Explain** how do these elements convey meaning or create an impact? Give examples.

- Line
- Tone
- Colour
- Form
- Shape
- Texture
- Pattern
- Space

### 5. PROCESS

**Explain** how the artwork/photograph was produced. Consider the following:

**Photograph**

- Is it digital or film?
- What techniques have been used?
- What settings were used?
- Is the image realistic or has it been manipulated in any way?

**Artwork**

- What medium/media?
- What techniques have been used?
- What size is the artwork? What (if any) impact does this have on the viewer?

### 6. MOOD

**Describe** the mood of the artwork. Consider the following:

- Does the work capture a mood, feeling or emotion?
- How would you describe the mood of the image?
- How has this been achieved?

### 7. CONNECTIONS

**Compare** this work to others that may be of a similar theme or made in a similar way.

**Review** and **relate** these works to your own project. Consider the following:

- How does it link to your project?
- What ideas does it give you?
- What have you learnt from analysing this artwork/artist?

### 8. Emulate (for Art)

**Create** your own high quality practical response to the artwork using similar media

Read through to check your work carefully before submission.

## Key vocabulary

<b>Critical Understanding</b>	AO1	Looking closely at ow artists and designers communicate ideas, feeling and beliefs through their work. Your knowledge of the work of others should help you to develop ideas. This influence should be clear in your art.
<b>Sources</b>	AO1	This is what inspired your art. The work of artists, the built environment, the natural world etc. These sources could be primary (first-hand) or secondary (sourced images from the internet etc)
<b>Media</b>	AO2	Material used to create a work of art.
<b>Experimentation</b>	AO2	The action or process of trying out new ideas, methods, or activities.
<b>Refine</b>	AO2	Making small improvements to your work after evaluating. Experiments with different materials and techniques appropriate to your ideas as they progress.
<b>Material</b>	AO2	Cloth or fabric.
<b>Technique</b>	AO2	The way in which you use and refine media.
<b>Processes</b>	AO2	The way in which you do something.
<b>Recording</b>	AO3	Capturing your ideas (drawings, photographs, sketches, images, objects, materials and annotation)
<b>Annotation</b>	AO3	Annotations are written explanations or critical comments added to art or design work that record and communicate your thoughts.
<b>Design Idea</b>	AO4	Development of work through creative and explorative measures, considering variations, strengths and weaknesses.
<b>Personal</b>	AO4	An original and meaningful outcome of work, often referred to as a final piece.
<b>Presentation</b>		
<b>Portfolio</b>	AO4	A collection of your personal sketches, imagery, experimentations etc displayed for effect.