



AQA Level 1/Level 2 GCSE (9-1) in Art and Design - Art/Craft

Why is the study of Art and Design important?

Art is a valuable subject for all to study whether you are a gifted painter or sculptor or have never engaged in any artistic pathways outside of school. Art's place in your education has important wider benefits in your personal and social development building your resilience, self-esteem, sense of achievement and indeed how you view the world. Art trains your brain to think critically, to appreciate and see things creatively. Creativity exists in everybody and by studying Art you learn about your own creative expressions and that of others from our past. Art provides an exciting means to explore the cultures of the past and present in our world. It is a vital aspect of everyday life and plays an important role in our human experience. Whether doodling, painting, or admiring a view, the study of Art helps you see things in new ways. It requires you to use both sides of your brain and develops your ability to think academically, emotionally, physically and spiritually. Studying Art can lead to your personal lifetime pursuit of creativity for your own personal enjoyment.

What skills will the study of Art and Design teach you?

Through your study of AQA Level 1/Level 2 GCSE (9-1) in Art and Design - Art/Craft there are many opportunities to develop your artistic skills and creative ideas. You will have the chance to experience using a wide range of different materials and mediums in a creative environment. All students will be nurtured and encouraged to develop their artistic talent, and these will be celebrated throughout the school. We aim for all students to enjoy their experience of Art and develop valuable creative skills that will be valuable throughout their lives.

What will you know and understand from your study of Art and Design?

Through the study of a wide variety of different artists' work you will learn to use a range of techniques and media, including painting, and increase your proficiency in the handling of different materials. You will learn how to analyse and evaluate your own work, and that of others, in order to strengthen the visual impact or applications of your work. You will gain an understanding about the history of Art, Craft and Design so that this can inspire, influence and guide your own pieces of Art.



How can you deepen your understanding of Art and Design?

You will develop and deepen your understanding of Art through investigations into the work of other artists and exploring how this work can inspire and support the development of your own ideas. You will be undertaking a mostly practical course and will spend the majority of time in the Art studio mastering and developing your understanding of how to use a wide range of different media successfully. You will use the internet to undertake your own research and discover artists and designers that inspire them and use these influences to develop their own unique work. Enrichment is on offer most nights and students are encouraged to use the Art studio workspaces as much as possible.

How are you assessed in Art and Design?

There are regular assessment points each year that we term Praising Stars®. We assess how students at their current stage of study are on track to reach their end of stage targets which are formulated on aspirational expectation from their KS2 starting points. We make an informed prediction from our holistic assessments based on our subject mapping of expectation across the Art & Design curriculum. At GCSE the course is assessed on a coursework component (60%) and a controlled exam component (40%).

Key Assessment Objectives

The four key learning objectives for Art and Design are:

AO1: Develop ideas through investigations, demonstrating critical understanding of sources.

AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.

AO3: Record ideas, observations and insights relevant to intentions as work progresses.

AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.



Study of Art and Design can lead to a wide range of careers:

- Illustrator
- Branding Designer
- Web Design
- Town Planning
- Teaching
- Event Planner
- Jeweller
- Prop Maker
- Animator
- Game Designer
- Online Content Creator
- Film Maker
- Photographer
- Cartographer
- Fashion Designer

Art and Design Course Overview

Term	Year 1	Year 2
Autumn 1	Abstract Art Print project- Natural form Component 1 (Project 1) (60%) <ul style="list-style-type: none"> • Students are given the above theme to develop through the 4 assessment objectives. They are encouraged to explore their own personal style whilst engaging with the work of artists, craftspeople and designers to aid the development of a personal response. • This project is a sustained investigation from an initial starting point, recording the journey, larger scaled pieces and annotations to explain ideas and context. Students explore relevant media ensuring refinement of outcome and the inclusion of drawing & annotation relevant to the chosen media. • Independent & collaborative assessment • Homework set weekly 	Component 1 (Project 2) (60%) Project of my own. <ul style="list-style-type: none"> • Students choose 2 of 7 starting point themes with strong connections to the 4 assessment objectives. They are encouraged to explore their own personal style whilst engaging with the work of artists, craftspeople and designers to aid the development of a personal response. • Students sit a mock exam during component 1 to give them the opportunity to experience the conditions they will produce work in for the outcome of component 2. • Independent & collaborative assessment • Homework set weekly
Autumn 2		
Spring 1		Component 2 (40%) <ul style="list-style-type: none"> • Students are given a theme to develop by the exam board. The students have access to the exam paper to choose their starting point from the start of January. They are encouraged to explore their own personal style whilst engaging with the work of artists,
Spring 2		



OPEN ELEMENT SUBJECT OVERVIEW

Summer 1	<p>Component 1 (Project 2) (60%) Project of my own.</p> <ul style="list-style-type: none"> Students choose 2 of 7 starting point themes with strong connections to the 4 assessment objectives. They are encouraged to explore their own personal style whilst engaging with the work of artists, craftspeople and designers to aid the development of a personal response. Students sit a mock exam during component 1 to give them the opportunity to experience the conditions they will produce work in for the outcome of component 2. Independent & collaborative assessment Homework set weekly 	<p>craftspeople and designers to aid development of a personal response.</p> <ul style="list-style-type: none"> This project is a shorter, concise investigation from an initial starting point, recording the journey through sketchbook work, large scale pieces and annotation to explain ideas and context. Students explore relevant media ensuring refinement of outcome and the inclusion of drawing relevant to the chosen media. Tracking of time through Google classroom Independent & collaborative assessment Homework set fortnightly or weekly
Summer 2	<ul style="list-style-type: none"> Independent & collaborative assessment Homework set weekly 	