

**G.C.S.E.
ART & DESIGN**

Art, Craft and Design

HANDBOOK

ACLE ACADEMY

CONTENT

- Key information- the stuff you must know!
- Assessment criteria (How your artwork will be assessed)
- The requirements for every student
- The projects
- The final exam
- Keywords
- Careers and further education

KEY INFORMATION

THE STUFF YOU MUST KNOW!

Component 1: Personal Portfolio (Coursework) – 60% of the overall grade.

This includes all of year 10 & year 11 portfolio and sketchbook work. All of which must be presented to high standard, clearly named, completed and creative.

Component 2: Externally Set Assignment (Exam) – 40% of overall grade.

This is one final project set by the exam board in year 11, January to April/May.

Year 10

Two coursework projects- Autumn, spring, summer terms.

One mock exam- Summer term

Year 11

One coursework project – Autumn term

One mock exam – Autumn term

One final exam- Spring/Summer term

Homework

As a G.C.S.E student in Art you are expected to, do and present your homework on a weekly basis, your homework is an important part of your development and coursework. You must timetable into your weekly homework study, 2 hours a week for your art homework or 20 minutes a day.

Class Charts

Homework will be set using Class Charts and at times will be self-directed to support the current project we are working on in class.

Your time management

This is a creative, practical, and analytical subject. Art will require you to write, research, create, draw, make and document all your ideas related to the projects we are studying in class. It is essential you keep up to date with all deadlines, classwork, and homework's.

Please let the teaching staff know if you are struggling at any point.

Assessment criteria (A01, A02, A03, A04)

Assessment Criteria (A01,A02,A03,A04)

Your artwork is assessed using four clear boundaries A01-A04.

The four areas give a total maximum mark of 72.

Below is a guideline how the marks change into grades. Please note this is subject to change each academic year. Its is essential you regularly review your artwork and ensure you are covering all the assessment objectives to meet the final grade boundaries.

Grade 9 59- 72

Grade 8 54- 58

Grade 7 49- 53

Grade 6 42- 48

Grade 5 35- 41

Grade 4 29- 34

Below pass criteria

Grade 3, Grade 2, Grade 1, Ungraded

Students must;	
A01	Develop ideas through investigations, demonstrating critical understanding of sources
A02	Refine work by exploring ideas, selecting, and experimenting with appropriate media, materials, techniques and processes
A03	Record ideas, observations, and insights relevant to intentions as work progresses
A04	Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language

MARKS	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
1-3	Minimal ability to develop ideas and link with artists.	Minimal ability to refine and experiment with materials.	Minimal ability to record ideas. Written communication is at a very basic level.	Minimal ability to present a personal, meaningful final piece. Minimal ability to link with artists other sources.
4-6	Some ability to develop ideas and limited ability to link with artists.	Some ability to refine and experiment with materials.	Some ability to record ideas. Written communication is at a limited level.	Some ability to present a personal, meaningful final piece. Limited ability to link with artists other sources.
7-9	Generally consistent ability to develop ideas and link with artists.	A generally consistent ability to refine and experiment with materials.	A generally consistent ability to record ideas. Written communication is reasonably clear.	A generally consistent ability to present a personal, meaningful final piece and link with artists and other sources.
10-12	Consistent ability to develop ideas and link with artists	Consistent ability to refine and experiment with materials.	Consistent ability to record ideas. Written communication is clear and coherent.	Consistent ability to present a personal, meaningful final piece and link with artists and other sources.
13-15	Highly developed ability to develop ideas and confident link with artists	Highly developed ability to thoughtfully refine and experiment with materials.	Highly developed ability to skilfully record ideas. Written communication is fluent and accurate.	Highly developed ability to competently present a personal, meaningful final piece and links with artists and other sources are perceptive.
16-18	Exceptional ability to develop ideas and confident link with artists	Exceptional ability to refine work, informed by insights gained through exploring and reflecting on ideas	Exceptional ability to record ideas, observations and insights related to personal work and the work of others through visual and other methods Exceptional ability to record relevant to intentions	Exceptional ability to produce a personal and meaningful response Realisations demonstrate exceptional understanding of visual language through application of formal elements

POINTERS TO HELP YOU WITH THE AO'S

AO1-Develop ideas through investigations, demonstrating critical understanding of sources

- Take photographs
- Make notes
- Look at real life objects, people, nature
- Digitally manipulate images
- Collect images or objects
- Make drawings and thumbnail sketches
- Collages
- Compositions (different layouts)
- Use different materials
- Different colour ranges
- Artist research
- Annotate everything!

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

- Explore and try different techniques and materials for example; paint, pens, pencil, collage, 3D, or printing.
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- Take one of your ideas and explore different materials e.g. inks, pens, clay, textiles.
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- Record and show samples of your ideas, tests, experiments, and processes.
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- Evaluate and record your ideas, what could you have improved? What has worked well?

AO3- Record ideas and observations

- Drawings from real life (seeing with your own eyes, recording this observation)
- Drawings from imagination (backup with artist research)
- Drawings copied from images
- Photography/video
- Different viewpoints
- Different designs
- Annotate your recordings
- Mind maps or mood boards
- Maquettes or models
- Presenting your artwork with good levels of attention to detail, and to a high standard.

AO4- Make a personal and meaningful response

- Mock-up's of your final idea/piece e.g. several design ideas.
- Record and show how your artwork links to other artists, reference and interpret their work.
- Produce a final plan- clearly record how will you create this final piece, what materials will you use, what is it inspired by?
- Complete a final piece- this must link to all your development research. A final piece must be a piece of artwork that has been planned, researched, and takes a sustained period of time to create it. It can be a drawing, painting, print, sculpture, mixed media piece or a digital piece.

ASSESSING YOUR WORK

Presentation

- Your artwork should be presented and must be recorded in several formats.
- A3 sketchbooks (this can be supported with a digital sketchbook too)
- A final portfolio (this can be supported with a digital final submission)
- Homework sketchbooks

Mid-term reviews and Assessment

- Your artwork will be reviewed throughout the academic year to ensure you're progressing and developing within this subject. This can follow several formats;

Self-assessment and peer reviews

- It is very useful for you to review and reflect on areas for development within your own art practice. This can take the form of verbal discussion, class or peer feedback and or teacher led feedback.
- To improve and develop your grade and to get the most out of the feedback given, you must regularly respond to the assessment feedback by completing the suggested tasks, action points, areas for improvement, this will help to develop your artwork. Please do speak with your teacher if you need further guidance.

Sketchbook feedback and guidance

- Throughout the year your sketchbook will be assessed, you will often find colour post sticks and tabs with 'key pointers words' such as **Develop, Refine, Research, Presentation, Annotation, Great**, to help you improve and develop and strengthen your grade. See the next page for further information:

Develop

- Have you got a blank page? If yes, this will need completing.
- Present your images, photographs, drawings that support your current project/ideas/work.
- Create a well-presented research page based on the artist linked to your idea (ask your teacher for more names too)
- Draw from real life- this should connect to the project.
- Take one of your drawings/photographs/studies and try this in another material- write about this.

Unfinished work

- Complete this work
- Ensure all the research/photos/drawings are stuck in
- Add your annotations (writing), remember to expand your language, and use of words.

Refine

- Be creative, detailed and take pride in your presentation of your artwork.
- Develop and refine your pieces of artwork, can you use the materials more effectively.
- Improve- ask yourself is this the best quality work I have produced? Or does it need; more tone, to be neater, is the proportion correct?
- Explain- How could this artwork be more successful? Does it need more colour or attention to detail? Write about this, then do it!
- Finish- Incomplete work will not be given a completed grade and does not show your best efforts- finish everything!!!

Research

- Have you recorded all the artists and cultural references studied? Have you found out the key facts about these artists for example,
- Where are they from?
- When were they alive?
- Why are they important as art and cultural references?
- Why are you inspired by their work?

Presentation

- This is a creative subject. So, it is essential you are detailed, take pride, and present your artwork to a high standard.
- Have you cut your images straight, are they clean and well presented?
- Are there lots of blank spaces- could you add a drawing/painting/photo/annotation?
- Do you need a board around some of the images?
- Have you used a background or colour, or a textured surface?
- Have you typed your text or used a good pen to write with?

Annotation

- Writing about your artwork is essential, you can present this in several ways. It is important you backup all your artwork/ideas/research/artist research with annotation.
- You can type your notes.
- If writing by hand, check your spelling.
- Remember good presentation.

Great

- This artwork is on track and looking good! Keep it up! Remember;
- Keep your artwork to this standard.
- Keep developing to make this even better, ask yourself have you recorded everything?

COURSEWORK

Component 1: personal portfolio (coursework)

60% of the overall grade. ALL Year 10 coursework forms part of the final gcse grade.

Year 10

Project 1, Identity & Culture- Autumn and Spring term

- This project will look at the theme of Identity and cultures. Over the 14 weeks you will study,
- creative techniques, processes, portraiture, and contemporary artists. You will look at practical processes such as mark-making, painting, printing, mixed media, and abstraction.
- The research for this project, will result in a resolved detailed piece e.g. a painting, a print, a mix media piece.

Project 2, Natural Forms- Spring and Summer term

- This project will look at the theme of forms, natural, manmade, building, organic and more!. You will look at first hand objects, develop and build on the previous knowledge and techniques. You will continue to explore painting, printing, 3-D and sculpture as well as discussing key artists and contemporary processes too.
- The research for this project will result in a resolved potential final piece.

Summer term (Mock Exam)

- This will be the final project of year 10 and result in a mock exam (a final resolved piece of artwork), each student will produce a final piece in exam conditions. The project will begin with first research, planning and continue to build on and develop existing skills, techniques, and creative processes. It is essential each pupil prepares over the given weeks for the exam. Students will be expected to create a developed collection of coursework and a final resolved final piece. This will form part of the final gcse grade.

COURSEWORK

COMPONENT 1: PERSONAL PORTFOLIO (COURSEWORK) 60% OF THE OVERALL GRADE.

Year 11

Project 1, Edible & Cultures- Autumn term

- This is the final coursework project for the G.C.S.E. This project is a great chance to demonstrate a refined knowledge of the processes and skills learnt in the previous projects. Throughout this project it we will continue to build on techniques and creative processes to extend individuals knowledge.
- Students will be expected to research, plan, document all creative research, and produce a final resolved final piece.

Component 2: Externally Set Assignment (Exam)- Spring and Summer term

- This is the final project set by the exam board.

EXTERNALLY SET ASSIGNMENT

THE EXAM BEGINS IN JANUARY OF YEAR 11, IT IS 40% OF YOUR OVERALL GRADE.

The Externally Set Assignment Exam

- You will be given the exam paper and final guidance in January. From this point you must start your research, and document all creative research, you will have until April to complete your preparatory work.
- The exam is 10 hours (spread over 2 days), during this time you must complete your final piece, in 'controlled exam conditions.'
- The exam paper consists of one theme, with subheadings which help to act as starting points for your creative ideas and research.
- Each of these subheadings will contain named artists to help you begin your research. We will cover this in class too.
- You will approach the exam paper in the same way you have as your coursework project,
- first-hand research, creative ideas, exploring materials, and final piece planning. It will be marked against the same Assessment Objectives.

TOP TIPS FOR YOUR EXAM PLANNING

- Research the given artists immediately.
- Plan your time on your calendar, check the weeks you have left.
- Develop your ideas- leave enough time to do this.
- Work the hardest you have worked.
- Pick the material and area you enjoy working with.
- Practice your final piece.
- Record everything!
- BE PREPARED!

GOOD ANNOTATION

Why do you need to write/annotate about your artwork?

- It helps to show you have knowledge of and understood the given task.
- It supports you to learn how to reflect, analyse and discuss your ideas in a focused manner.
- You learn to use subject specific language and cultural references in a structure way.

Potential phrases to use

- This idea came from....
- This reminds me of....
- I have used.... (expand on the technique or material)
- This is effective because...
- If I use this.... I will improve.....
- This material works because.....
- My next step might be....

A FUTURE IN THE CREATIVE ARTS

- Did you know....
- In 2017, the creative industries contributed £101.5bn to the UK economy (more than 5% of GDP - an increase of 53% since 2010).
- That's greater than the automotive, aerospace, life sciences, and oil and gas sectors combined!!
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- Below are a few jobs in the creative industry with their potential salaries. Please note this is a guide. Find out more at <https://www.prospects.ac.uk/job-profiles/browse-sector/creative-arts-and-design>.

POTENTIAL CAREERS

Games designer

- Starting salaries for game artists are typically between £18,000 and £25,000.
- More experienced and senior artists can earn between £30,000 and £40,000.
- Lead artists can earn higher salaries ranging from £40,000 to in excess of £60,000.

Illustrator

- Starting salaries for illustrators are in the region of £18,000 to £20,000. In London, starting salaries are higher - around £23,000.
- As an experienced illustrator with several years' experience, you may earn £20,000 to £30,000 a year.
- Well-established illustrators may earn up to £40,000 or more.

Fashion designer

- Starting salaries in the fashion industry are often low. Design assistants may start at around £16,000 to £18,000.
- A junior designer can expect to earn approximately £25,000 a year.
- Typical salaries at senior designer and creative director level range from around £42,000 to in excess of £85,000.

Make-up artist

- Trainees should receive no less than the national minimum wage or the London living wage.
- A head make-up artist can earn £170 to £320 for a ten-hour day of editorial work (depending on the type of work - rates vary between mainstream magazines, catalogues and campaigns). A junior make-up art artist can earn £45 to £150 for a ten-hour day.
- For fashion shows, lead make-up artists can earn £450 a day for an event like London Fashion Week, but around £275 for other events.
- On major feature films, with budgets over £30million, a trainee make-up artist can earn £140 for a ten-hour day, while the senior make-up artist with several years' experience, will earn £390.

Glass Artist

- Salaries for glass artist can start from £16,000, rising to between £18,000 and £25,000 per annum.
- Experienced designers, or those working for larger companies, can earn more than £35,000.

Community arts worker

- Typical starting salaries for administrative roles are £16,000, rising to between £20,000 and £30,000 once you've built up experience.
- Senior executives at local government or arts agencies can earn salaries of over £30,000, but these roles require significant experience and are mainly strategic.

- **Check out these links for more information**

- <https://www.prospects.ac.uk/job-profiles/browse-sector/creative-arts-and-design>

- <https://discovercreative.careers/#/?search=&context=careers&tags=I2804>

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- **Watch this to find out more**

- <https://discovercreative.careers/students-and-parents/what-are-the-creative-industries/>

FURTHER EDUCATION

- **Further Education**

- City College <https://www.ccn.ac.uk/>
- East Coast College <https://www.eastcoast.ac.uk/>
- East Norfolk Sixth Form <https://www.eastnorfolk.ac.uk/>

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- **UCAS**

- <https://www.ucas.com/ucas/after-gcses/find-career-ideas/explore-jobs?f=/job-families/arts-crafts-and-design>
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