

Creative Industries Faculty



KS4 GCSE Information

We are part of...

WENSUMTRUST

Fine Art; GCSE

Coursework: 60% of the overall grade (all year 10 & 11 work).

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

Year 11: Edible- Autumn term Sept to Dec

- 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 (in-depth), plan, and produce a final resolved piece of artwork to a high/excellent standard. Please note the final piece will be completed in the art mock.

Component 2: Externally Set Assignment (Exam) 40% of the overall grade- Spring and Summer term

- This is the final project set by the exam board.
- Students will be expected to research (in-depth), plan, and produce a final resolved piece of artwork to a high/excellent standard.



Important Points:

- It is essential all art gcse pupils are continuing to complete their artwork outside of class hours- they will not pass the course on just lesson time!
- They must be doing at least 1.5 hour a week on their art coursework- their books should always be up to date.
- Please note all art coursework will have a final deadline of 21.3.2024
- Any gaps, unfinished or unresolved work from year 10 must be completed by 21.3.2024
- If you wish to apply for any special circumstances this must be done before the exam in January 2024.

Email dsegurado@acle.norfolk.sch.uk with any questions.

Computer Science; GCSE

Paper 1: 50% Computational thinking and programming skills

What's assessed:

Computational thinking, code tracing, problem-solving, programming concepts including the design of effective algorithms and the designing, writing, testing and refining of code.

How it's assessed:

- Written exam: 2 hours
- 90 marks
- 50% of GCSE Questions

A mix of multiple choice, short answer and longer answer questions assessing programming, practical problem-solving and computational thinking skills.

Paper 2: 50% Computing Concepts

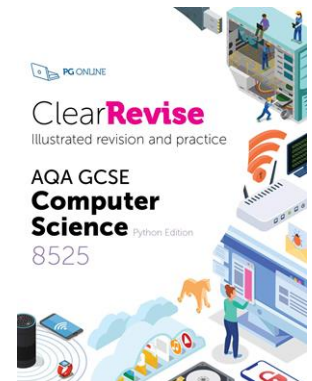
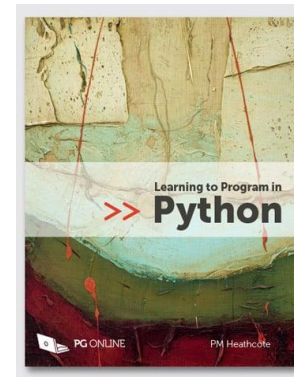
What's assessed

The content for this assessment will be drawn from subject content

How it's assessed

- Written exam: 1 hour 45 minutes
- 90 marks
- 50% of GCSE

Questions A mix of multiple choice, short answer, longer answer and extended response questions assessing SQL programming skills and theoretical knowledge



Email library@acle.norfolk.sch.uk with any questions.

Construction and the Built Environment; Level 1/2

Unit 1: Exam – Externally Assessed

Unit 2: Construction in Practice – Internally Assessed

Unit 3: Construction and Design – Internally Assessed

Unit 1: Exam - Year 10 & 11 students in January 2024

Taken under exam conditions



Unit 3: Industrial Unit Design (19th October) Year 10 & Year 11

Resits

The assignment will take approximately 2 hours of monitored preparation and 6 supervised hours to complete.

This is divided into approximately:

- 2 hours of monitored preparation
- 3 hours to complete Task 1

Produce a design brief for the design of the low-rise industrial building, using the information provided

- 3 hours to complete Task 2.

Produce a range of well-presented and annotated freehand sketches for the low-rise industrial building that must address the client's profile, requirements and needs, and building user lifestyles, within the constraints of the site, the surrounding area and the client's set budget.

Unit 2: Bricklaying - Year 11 students

The assignment will take approximately 8 supervised hours to complete.

This is divided into approximately ;

- 1 hour to complete task 1

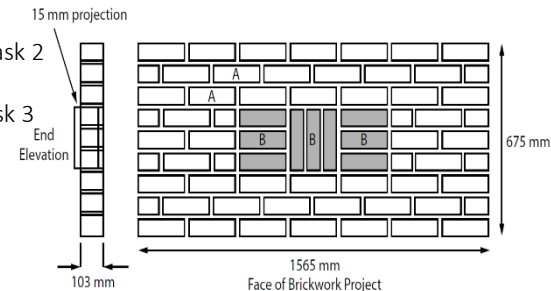
Risk Assessment

- 6 hours to complete task 2

Build pictured wall

- 1 hour to complete task 3

Quality Checks



Email mgreen@acle.norfolk.sch.uk with any questions.

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Design Technology; GCSE

Coursework: 50% NEA Coursework

Exam: 50% of the overall grade

Students will undertake a single 'design and make' activity, which will arise from investigating one of three Contextual Challenges set by AQA.

Release date:

1 June 2023

Time:

30–35 hours (recommended)

Evidence:

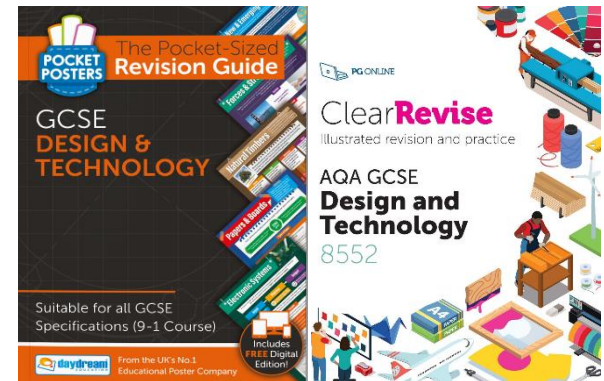
Written or electronic design portfolio with photographic evidence of final prototype(s). Approximately 20 pages of A3, digital or A4 equivalent. This assessment is to be carried out under supervised conditions as laid out in Section 5 of the specification.

Contextual challenges:

1. Climate change
2. Playing games
3. Securing or storing personal possessions

Please note all coursework will have a final deadline of **21.3.2024**

Email mgreen@acle.norfolk.sch.uk with any questions.



Hospitality and Catering Technical Award; Level 1/2

Coursework: 60%

Exam: 40%

Coursework begins after Christmas and is made up of 4 tasks covering a total of 12 hours, which will be in lesson time. Students are allowed to bring in notes to support them for all tasks except the first one.

- Analyse the two customer's needs and suggest dishes to suit them.
- Plan for the production of both dishes (dovetailed time plan)
- Cook and present the two dishes. (Sometimes called the final practical exam, but actually part of the coursework)
- Analyse and review your own performance and the dishes.

What you can do to help:

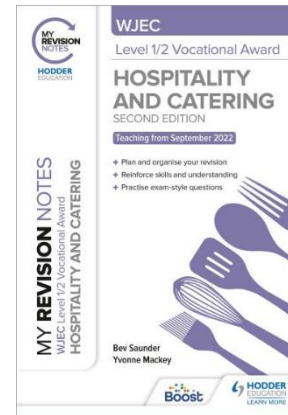
Students will need to propose two dishes, one suitable for each customer. The most important thing students can be doing at the moment is practicing cooking skills and deciding on dishes they would like to cook.

Students need to be able to identify which nutrients are in different dishes, and to be able to explain what their function in the body is. The section on nutrition is "resource-free", so students must commit this to memory.

Students equally need to ensure they have a good amount of notes from class and independent research to support this.

Email ikennedy@acle.norfolk.sch.uk with any questions.

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Exam Revision:

After the coursework is completed, students will start in class revision lessons to prepare them for the exam. Coursework should be a priority until Easter, however some students may want to make an early start.

Google classroom already has many resources uploaded to support with revision, but I will continue to add to it over the year for students to use.

The revision guide is also an excellent resource to support both the exam and the coursework but please ensure it is the newer edition as the course was updated last year.

Design Technology; GCSE

Coursework: 50% NEA Coursework

Exam: 50% of the overall grade

Students will undertake a project in response to one of the contextual challenges, taking into account the needs and wants of the user.

Release date:

1 June 2023

Evidence:

You must produce a portfolio and a prototype. The portfolio must contain photographic evidence of the manufacture of the prototype. Your portfolio must contain photographic evidence of the manufacture of the prototype. Your portfolio must be approximately 20-30 pages.

Theme 1:

How can products be used to raise money for charity?

How can products be used to commemorate a religious event?

Theme 2:

How can products be used to educate people about a religious festival?

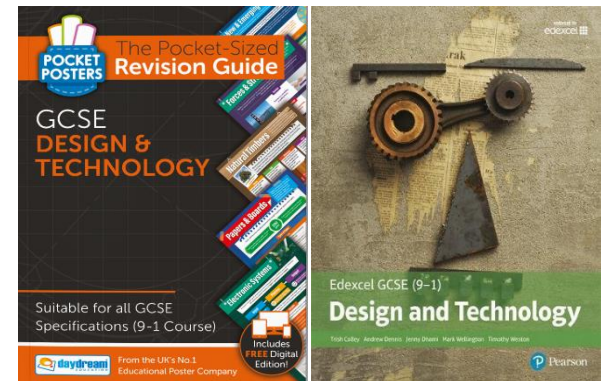
How can products be used to commemorate a religious event?

Theme 3:

How can products be used to encourage participation by students in STEM activities or clubs at school?

How can products be used to celebrate and recognise achievement in STEM activities

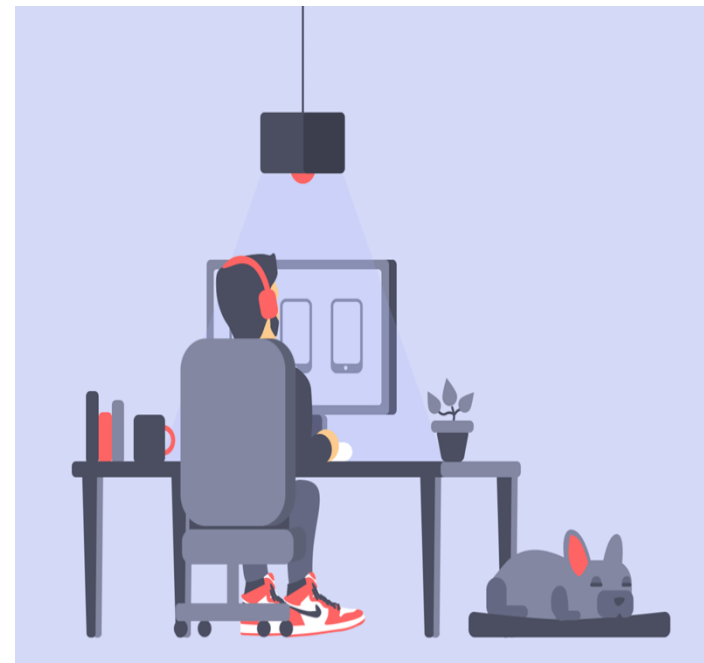
Please note all coursework will have a final deadline of **21.3.2024**



Email vmackie@acle.norfolk.sch.uk with any questions.

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Subject Literacy		
Subject Area	Book	ISBN
Design Technology	Textiles: Edexcel 9-1	9781292184586
	Product Design: Clear Revise: AQA Design Technology	9781910523247
	Product Design & Textiles GCSE: Design Technology Pocket sized	1906248524
Construction	Construction and the built environment.	9781446906460
Hospitality & Catering	WJEC Hospitality & Catering	9781398361263
Computer Science	Clear Revise: AQA Computer Science	1910523259
	PG Online Learning to Program in Python	9781910523117



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