GCSE Art - CCEA

In this ART & DESIGN course you will:

- actively engage in the creative process of art, craft and design to develop as
 effective and independent learners;
- · become critical and reflective thinkers with enquiring minds;
- develop creative, imaginative and intuitive capabilities when exploring and making images, artefacts and products;
- become confident in taking risks and learn from experience when working with ideas, media, materials, processes and technologies;
- develop critical understanding through investigative, analytical, experimental, practical, technical and expressive skills;
- develop and refine ideas and proposals, personal outcomes or solutions with increasing independence;
- acquire and develop technical skills through working with a broad range of media, materials, techniques, processes and technologies with purpose and intent;
- develop knowledge and understanding of art, craft and design in historical and contemporary contexts, societies and cultures;
- develop an awareness of the different roles and individual work practices found in the creative and cultural industries;
- develop an awareness of the purposes, intentions and functions of art, craft and design in a variety of contexts and as appropriate to students' own work; and
- demonstrate safe working practices in art, craft and design.

You can produce work in 2D and 3D and areas of study will include:

- Drawing and painting
- Printmaking
- ICT digital manipulation
- 3D construction
- Mixed media techniques
- Textiles
- Sculpture

What qualification will the course lead to? I wonder if this will get an A*? How would it help me in the future?



The study of Art can help you develop transferable skills that you can take to any career or job. It will help: your research skills; help you to problem solve; develop your ability to work independently; train you to share ideas visually and orally, to be innovative, creative and reflective in your work, consider audience, consumer and/or function in the presentation of your work.

How will my work be assessed?

All work will be produced under controlled assessment and you will complete two components of work.

Component 1: Part A - Exploratory Portfolio (25%)

Part B - Investigating the Creative and

Cultural Industries (35%)

Component 2: Externally set Assignment (40%)

What will be especially important for me to succeed on this course?

You need to have shown a good level of artistic skill at KS3 and enjoy art. You must have a desire to learn new skills and develop your visual language. You should be a hard worker who is prepared to carry out your ideas resulting in ambitious, creative and exciting work.

You could go on to take a higher qualification in Art & Design such as A-level. Skills and creativity promoted by taking Art for GCSE are important in the following career paths:

- Advertising, Media work, Publishing, Illustration and Printmaking (including communication design such as Graphic Design for magazines, newspapers and television)
- Product Design/Engineering/Biological Engineering and Prosthetics/Cosmetic Surgery
- Architecture, Interior Design, Landscaping and Garden Design
- Arts and antique markets
- Crafts (Ceramics, Pottery, Weaving, Framing)
- Fashion, Textile Production and Design, Jewellery Design and Make-up Artist
- Film, video, photography, television and radio
- Software, computer games, electronic publishing and Animation
- Music and the visual and performing arts (including dance), Stage Design, Costume Design
- Education, Community Arts, Art Therapist, Fine Artist

Alongside the opportunities for examination success and access to 3rd level and professional training, students who under take GCSE and A Level Art courses can enhance their own personal lives, e.g. they become more visually aware as trend setters in fashion, derive pleasure in interior design for their own homes and establish a lifelong love of Art and culture.

Creative Jobs And Exports Outpace Rest Of UK Economy

The creative economy added new jobs at more than twice the UK economy average and creative exports grew more than four times faster. *Published: September 2016*