

G C S E
A R T & D E S I G N
O V E R V I E W

What do I need to do?	When?	Weighting of marks
2 Coursework Projects: <ul style="list-style-type: none">• Project 1 – INSECTS• Project 2 – DETAILS	September 2021 – March 2022 April 2022 – December 2022	60%
Exam Project <ul style="list-style-type: none">• 10 hour exam	January 2023 – May 2023 May 2023	40%

EVERYTHING YOU PRODUCE from your very first lesson in Year 10 counts towards your coursework or exam projects **so you must make sure you keep up with deadlines and complete work to the best of your ability.**

The 10 hour Exam

The **PRACTICAL FINAL PIECE/S** that you will produce will take place under exam conditions over two days in the Art Department (Year 11 - May 2023).
You will get the opportunity to prepare beforehand and so will know what you are doing before you start the exam!

ALL YOUR WORK WILL
BE MARKED ON
THE FOLLOWING
4
ASSESSMENT
OBJECTIVES

AO1: DEVELOP YOUR IDEAS BASED ON YOUR RESEARCH

AO2: REFINE YOUR IDEAS, EXPERIMENT WITH MEDIA/
MATERIALS/ PROCESSES

AO3: RECORD YOUR OBSERVATIONS, IDEAS AND THOUGHTS

AO4: PRESENT A PERSONAL AND MEANINGFUL OUTCOME(S)

You will work on the theme of 'Insects' for the first coursework project and you should develop an **INDIVIDUAL & PERSONAL** project from this.

This project will give you:

- **Experience** of working through a project and covering all the Assessment Objectives.
- **Opportunities to develop skills** in recording imagery and ideas and analysing art.
- **Opportunities to try different materials and processes** and find out what you are good at and what new things you like!
- **Opportunities to develop independence** in your working and to find out how to best manage your time.

PROJECT OVERVIEW		
ASSESSMENT OBJECTIVES (AOs)	WORK TO BE COMPLETED	COMPLETED
AO1 AO3	<ul style="list-style-type: none"> • INTRODUCTION MIND MAP/COLLECTION OF IMAGERY • OBSERVATIONAL SHEET 	
AO1 AO2	<ul style="list-style-type: none"> • ARTIST RESEARCH x3 • WORKING IN ARTISTS' STYLE x3 	
AO2 AO3	<ul style="list-style-type: none"> • EXPERIMENTATION • EXPRESSIVE STUDY 	
AO3	<ul style="list-style-type: none"> • OBSERVATIONAL SHEET • DEVELOPMENT SHEET(S) • ANNOTATIONS (anything written) 	
AO4	<ul style="list-style-type: none"> • FINAL PIECE(S) – 10 HOURS IN DEPT. 	
AO4	<ul style="list-style-type: none"> • EVALUATION 	

INITIAL IDEAS

A01 & A03

In this section you will need to begin by **showing your initial ideas and thoughts** on the chosen theme/ starting point.

1. **Research Booklet** – artists/ designers, ideas, and photographs.

2. **A Mood Board** in your sketchbook.

3. **Initial Observations Sheet** – drawing, painting, digital (plus others).



HOW WILL I BE

MARKED?

GCSE ASSESMENT: A01 – INVESTIGATIONS & RESEARCH A03 - ANALYSIS

21-24 MARKS	An exceptional ability to creatively and effectively develop ideas through purposeful investigations, AND to demonstrate critical understanding of sources.
17-20 MARKS	A highly developed ability to effectively develop ideas through creative and purposeful investigations AND to demonstrate critical understanding of sources.
13-16 MARKS	A consistent ability to effectively develop ideas through purposeful investigations, AND to demonstrate critical understanding of sources.
9-12 MARKS	A moderate ability to effectively develop ideas through purposeful investigations, AND to demonstrate critical understanding of sources.
5 - 8 MARKS	Some ability to develop ideas through purposeful investigations AND to demonstrate critical understanding of sources.

NOTES:

MARKS:	24	21	18	16	15	13	10	7
LEVEL :	9	8	7	6	5	4	3	2

RESEARCH IDEAS

HOW WILL I BE

A01 & A03

MARKED?

For this section you will need to **look at artists' work** that is linked to your theme/ starting point.

1. Research 3 artists (Timorous Beasties, Sue Brown and Alexander McQueen)
2. Analyse their style of working – use the writing framework to help you.
3. Work in the style of the artist(s).
4. Present the work creatively.



GCSE ASSESMENT: AO1 – INVESTIGATIONS & IDEAS AO3 – WRITTEN & RECORDED ANALYSIS

21-24 MARKS	An exceptional ability to creatively and effectively develop ideas through purposeful investigations, AND to demonstrate critical understanding of sources.
17-20 MARKS	A highly developed ability to effectively develop ideas through creative and purposeful investigations AND to demonstrate critical understanding of sources.
13-16 MARKS	A consistent ability to effectively develop ideas through purposeful investigations, AND to demonstrate critical understanding of sources.
9-12 MARKS	A moderate ability to effectively develop ideas through purposeful investigations, AND to demonstrate critical understanding of sources.
5-8 MARKS	Some ability to develop ideas through purposeful investigations AND to demonstrate critical understanding of sources.

NOTES:

MARKS:	24	21	18	16	15	13	10	7
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E X P E R I M E N T A T I O N

M A T E R I A L S & M E D I A

A O 2

H O W W I L L I B E
M A R K E D ?

For this section you will need to **experiment with materials and media** – start by using the techniques your favourite artist has used, then add to it yourself.

1. Explore 10+ samples in different materials and media on your theme.
2. Produce 1 expressive study sheet (A2 size).
3. Present compositional experiments – start by copying the artists layout, add to this.



GCSE ASSESMENT:
AO2 – EXPLORE MATERIAL
PROPERTIES, SURFACES & TEXTURES
RELEVANT TO IDEAS AND INTENTIONS.

21-24 MARKS	An exceptional ability to thoughtfully refine ideas with discrimination, AND to effectively select and purposefully experiment with appropriate media, materials, techniques and processes.
17-20 MARKS	A highly developed ability to thoughtfully refine ideas, AND to effectively select and purposefully experiment with appropriate media, materials, techniques & processes.
13-16 MARKS	A consistent ability to thoughtfully refine ideas; to effectively select and experiment with appropriate media, materials, techniques & processes.
9-12 MARKS	A moderate ability to thoughtfully refine ideas; to effectively select and purposefully experiment with appropriate media, materials, techniques & processes.
5 - 8 MARKS	Some ability to refine ideas. Some ability to select and experiment with appropriate media, materials, techniques and processes.

NOTES:

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DEVELOPING IDEAS

HOW WILL I BE MARKED?

A03

For this section you will need to use your experimentation and research to help you record ideas relevant to your final outcome(s). Samples, maquettes, sketches, photographs will all add to this. **You will also be marked on the quality of your notes.**

1. Produce an observational sheet using pencil, crayon, paint + 1 other media.
2. Add annotations/notes of what worked well and how you can use this in your development.
3. Present at least 1 A2 sheet of improved studies/designs/samples – composition, technique, detail and surface refinement.
4. Mock up of final idea.

GCSE ASSESMENT: AO3 – DEVELOPING IDEAS & ANNOTATIONS

21-24 MARKS	An exceptional ability to skilfully & rigorously record ideas & observations through drawing & annotation in any appropriate way relevant to ideas, as the project progresses.
17-20 MARKS	A highly developed ability to skilfully record ideas & observations through drawing & annotation, in any appropriate way relevant to ideas, as the project progresses.
13-16 MARKS	A consistent ability to skilfully record ideas & observations through drawing & annotation, and any other appropriate way relevant to ideas, as the project progresses.
9-12 MARKS	A moderate ability to skilfully record ideas & observations through drawing & notes, in any appropriate way relevant to ideas, as the project progresses.
5 - 8 MARKS	Some ability to record ideas & observations through drawing & notes, in any appropriate way relevant to ideas, as the project progresses.

NOTES:



MARKS:	24	21	18	16	15	13	10	7
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FINAL IDEAS

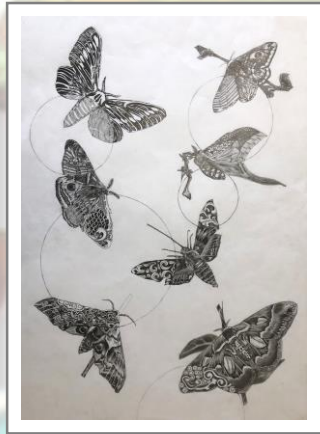
OUTCOME

HOW WILL I BE MARKED?

AO4

For this section you will need produce an outcome that shows off your best skills. You will be marked on how the piece 'looks' and how successful you have been. Your whole project will be assessed as part of this.

1. Produce an outcome(s) that connects to your prior work and artists' influence.
2. Your outcome(s) show an appropriate skill level.
3. The outcome is an improved development to your prior studies.
4. Evaluation of the project.



GCSE ASSESMENT:

AO1, AO2, AO3 – PROGRESSION.
 AO4 – PRESENTING A FINAL PIECE(S)

21-24 MARKS	An exceptional ability to competently produce a personal & meaningful project and outcome(s) with confidence & conviction. To demonstrate exceptional use of visual language.
17-20 MARKS	A highly developed ability to competently present a personal & meaningful project & outcome(s) with confidence and conviction. To demonstrate highly developed use of visual language.
13-16 MARKS	A consistent ability to competently present a personal & meaningful project and outcome(s). To demonstrate a consistent use of visual language.
9-12 MARKS	A moderate ability to competently present a personal & meaningful project & outcome(s). To show a moderate understanding of visual language.
5-8 MARKS	Some ability to present a personal & meaningful project & outcome(s). Some ability to show understanding of visual language.

NOTES:

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W H A T M A K E S A N O U T C O M E

G R E A T ?

