



Art and Design

Examination Board: AQA

Examination Code: 8021 – Art, Craft and Design

Outline of the Course

Topics in Y10 are:

- Animals
- Metamorphosis

Topics in Y11 are:

- Independent project from a list of 5 starting points (Mock exam project)
- Externally set task by AQA (choice from a list of 8 starting points)

What will you learn?

You will learn:

- How to research, analyse and develop your ideas in response to different artists, craftspeople and designers
- How to record using a wide variety of media such as drawing, painting, printmaking, photography and 3D ceramics/sculpture
- How to use sketchbooks effectively to experiment and develop your own artistic language
- How to express your ideas and feelings more confidently with personal final outcomes

Component 1: Portfolio

In Component 1 (portfolio) students develop responses to initial starting points, project briefs or specified tasks and realise intentions informed by research, the development and refinement of ideas and meaningful engagement with selected sources. Responses will include evidence of drawing for different purposes and needs and written annotation. Students will produce 3 projects for Component 1: Animals, Celestial and a personal project which is chosen by the student.

Component 2: Externally Set Assignment

In Component 2 (externally set assignment) students respond to one of 8 starting points provided by AQA. This response provides evidence of the student's ability to work independently within specified time constraints, realise intentions that are personal and meaningful and explicitly address the requirements of all four assessment objectives. The EST lasts for approximately 14 weeks and culminates in a 10 hour controlled assessment.

How will I be assessed?

Students will have regular assessment points at the start, middle and end of projects, including a formal assessment of the 5-hour Mock Exam in Year 11. Students work will be marked against for 4 Assessment Objectives set by AQA:

- Developing Ideas (AO1)
- Experimentation and Refinement (AO2)
- Quality of Recording (AO3)
- Presenting a Final Piece (AO4)

The students will exhibit and submit their coursework at the end of the course in May. Component 1 & 2 will be internally assessed by the Art Department and then externally moderated by AQA in June.

Mark Breakdown

Component 1 will account for 60% of the total marks available and is marked out of 96; Component 2 will account for 40% of the total marks available and is marked out of 96.

Website links

<https://www.aqa.org.uk/subjects/art-and-design/gcse/art-and-design-8201-8206/specification>

Key Dates

Exam: April of Year 11.

Coursework: Ongoing throughout the course. All work produced during the course is considered for submission at the end of the course.

Further Information

Mrs. S. Penny-Collings – Curriculum Leader

Mr. C. Lea – Subject Teacher

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What can I do after I have completed the course?

GCSE Art and Design is required in order to study A-Level Fine Art and 3D Design. GCSE Art and Design can also lead to a variety of other creative A-Level pathways such as: Photography, Textiles, Graphic Design and Design Technology, 3D Design, BTEC and Foundation Art courses.

Studying Art at GCSE level can lead to a range of Further & Higher Education opportunities such as Architecture, Art History and Fine Art, Photography, Ceramics and 3D Design, Visual & Special Effects, CGI, Illustration, Web Design, Jewellery Design, Museum and Gallery Curation, Art Restoration, Art Therapy, Interior Design, Design for Digital Media, Fashion, Graphic Design and Textiles degrees as well as apprenticeships.

Careers include, but are not limited to:



Architecture, textile design, art conservation and restoration, fine artist, graphic design, visual effects, fashion, illustration, art therapy, product design, jewellery and fashion design, animation, ceramicist, photojournalism, medical illustrator, typography design, visual marketing and merchandising, teaching, toy design, art history, web design, post-production in film and digital media (VFX).
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