

Art



Qualification	Examination Board	Specification Code
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GCSE	OCR	J170
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Course Overview



This broad based course offers the opportunity to develop your skills, knowledge and understanding using practical skills, whilst developing an understanding of the wide ranging areas of art, craft and design.

Students produce a portfolio of practical work showing their personal response to a set starting point, brief, scenario or stimulus.

For the externally set task students will respond to one of five themes, each with a range of written and visual starting points and stimuli. Students research, plan and develop ideas for their response to the option they have chosen, which they must then realise within the ten-hour supervised time period.

Topics Covered

- Fine Art for example: drawing, painting, sculpture, mixed media, digital media
- Graphic Communication : Advertising, communication graphics, games art illustration
- Three-dimensional Design: for example Architectural design, interior design, product design, ceramics.
- Critical and Contextual Studies: Artists, craftspeople and designers, popular culture, still life, designed objects, the human form, themes, concepts and ideas in art, craft and design.

Assessment

Throughout the two years of study pupils will work on the following 2 components:-
Component 1 - Personal Portfolio. This area of study will be worth 60% of the course content. (coursework).

Component 2 - Externally Set Assignment. This area of study will be worth 40% of the course content. (exam).

These are the four learning objectives:- (AO1 - AO4).

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.

Course Progression

Many pupils go on to study Art & Design and other creative courses at college and university. By completing a GCSE in Art, pupils will produce a portfolio of high quality art work that can be used to showcase their skills.

Pupils will develop creative thinking and problem solving skills. Art and Design pupils have a strong ability to work independently and develop original concepts and ideas that relate to the world around themselves.

Career Opportunities

Pupils may go on to develop successful careers in the creative and design based industries or by starting their own small business. Others may choose to train as teachers in Art or Design. Many go on to develop successful careers as practicing artists or diversify in creative fields such as Illustration, Graphic Design, Fashion Design, Photography, Tattoo Design, Architecture, Furniture Design, Garden and Landscape Design, Web and Game Design.

For Further Information

<http://www.ocr.org.uk>

Notes
