

AQA: GCSE

Art, Craft and design

A guide to the course

WHY STUDY ART?

There's a deep desire in us to make pictures

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0:06 / 3:54



<https://www.youtube.com/watch?v=vKjx6PzajE&fbclid=IwAR0d6wvMFiDGRXoaPVGx43SuSsXu8pcADpMXcJNgU32WFp9j4Acz-FEqc8I>

Stop at 2 minutes.

What does a typical lesson look like?

Year 9: This year explores skills and bridges the gap between year 8 and GCSE standard work. Students will learn how to respond to artists, develop ideas, analyse and create a sketchbook-based project.

Year 10: Students will develop a deeper knowledge of the design process, learning how to apply maths and physics to solve problems. These year have been developed to take risks, and build up the skills and knowledge needed to be able to complete their NEA projects well.

Year 11: This years work contribute towards the final GCSE and therefore students will work on their individual NEA projects. Lessons will be split between theory and NEA focuses

GCSE ART

60% Coursework

(2 projects **The Sea** and **Photography project**)

40% Exam project

(Students select from a choice of themes selected by the examining board)

This is not a written exam. Students will create a project and then produce an artwork during a 10 hour practical exam = 2 days off timetable during school hours.

Y9

Cakes, Sweets & Food: Sept-April
Portraiture/Identity: April-July

Y10

60% coursework - The Sea: Sept-July

Y11

60% coursework - Photography project: Sept-Dec
40% Exam: Jan - March

Key skills you will develop..

Problem-solving

Being proactive

Communicating
emotions, thoughts and
feelings

Creative and critical
thinking skills

Persevering when things
don't go to plan

Dedication

Visual literacy

Risk-taking

Independent
working in and
out of lessons



Potential career paths...



Advertising and marketing



Architecture



Crafts



Design (product, graphic, fashion)



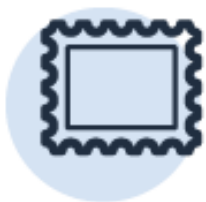
Film, TV, video, radio and photography



IT, software and computer services ('creative tech')



Publishing



Museums, galleries and libraries



Music, performing and visual arts



Animation and VFX (visual effects)



Video games



Heritage

Creativity Matters...



**CREATIVE
CAREERS**

In 2017, the creative industries contributed

£101.5bn

to the UK economy

(more than 5% of GDP - an increase of 53% since 2010)



That's greater than the automotive, aerospace, life sciences, and oil and gas sectors combined



expert knowledge of skills

+ imagination

+ hard work

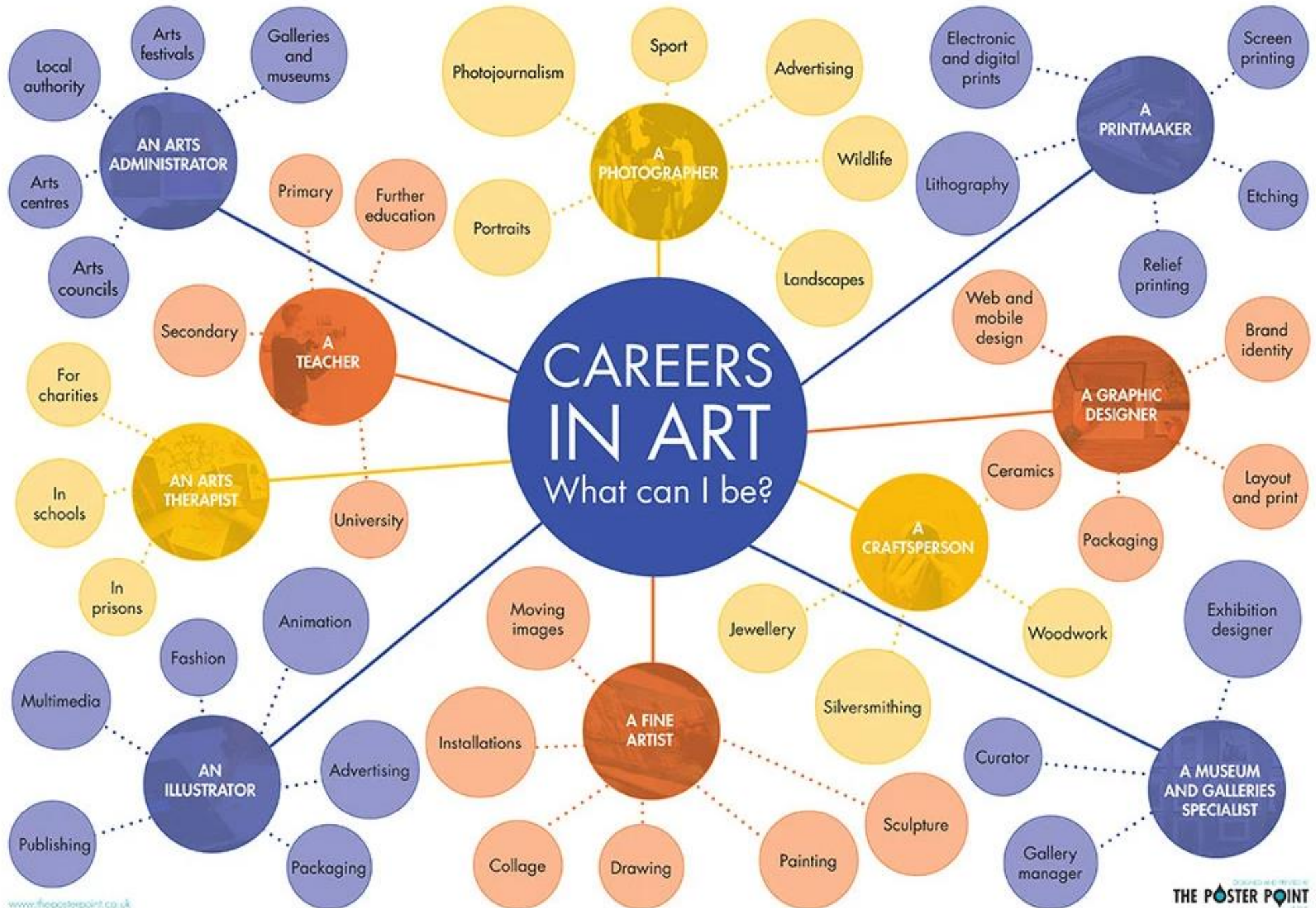
= Innovation

Anyone can take a
photograph

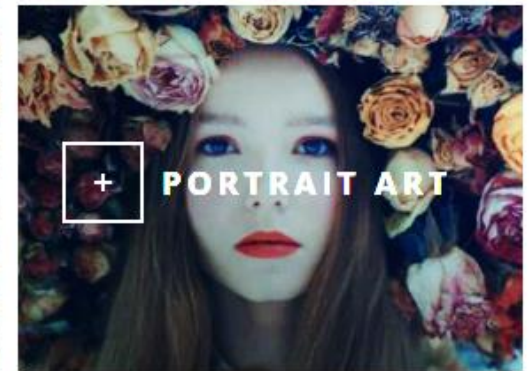


It takes a true creative to take a perfect one





Potential careers...



Potential careers...



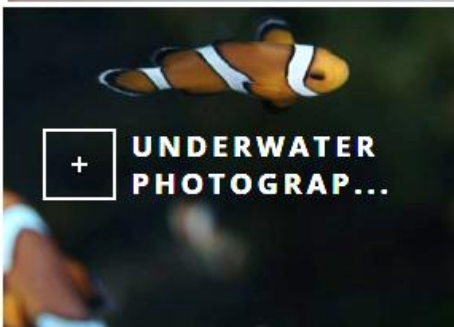
Product & Interior Design



Potential careers...



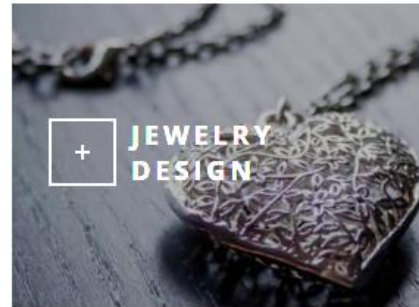
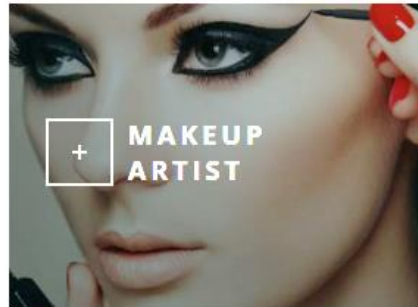
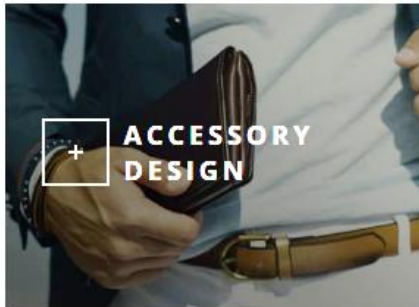
Photography



Potential careers...



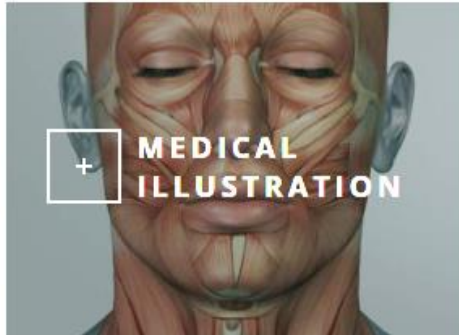
Fashion & Apparel





Visual Design

Potential careers...



Potential careers...



Architecture



Potential careers...



Studio Arts



Potential careers...



Film & Production



Potential careers...



Education



Gaming & Technology



Potential careers...



Media & Creative Writing



Potential careers...



Animation & Effects

