

Year 9
Guided choices
Art and Design

The ART team



Name: Miss Freeman

Teacher of:

Art and Photography

Other roles:

Head of Art

Degree qualification:

Visual Communication



Name: Mrs Whitehouse

Teacher of:

Art and Photography

Other roles:

SENCO

Degree qualification:

Fine Art



Name: Mrs Noone

Teacher of:

Art and Photography

Other roles:

Head of Year 7

Degree qualification:

Drama with art and design

GCSE Art and Design



Fine art
Fine art practice is defined here as the need to explore an **idea**, **convey an experience** or respond to a **theme or issue of personal significance**.



Painting

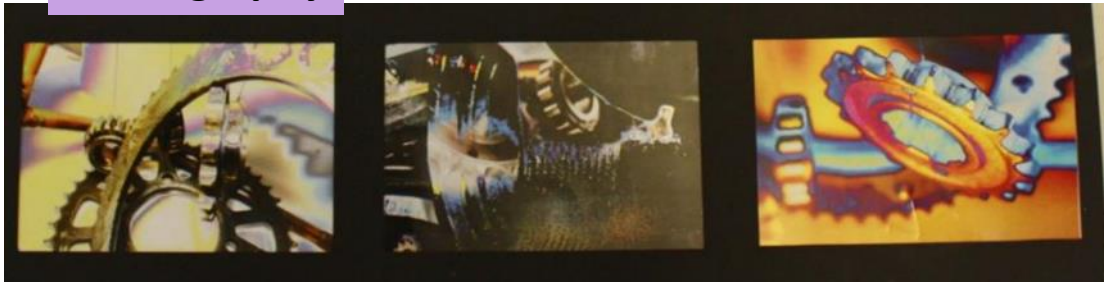


Drawing



Mixed media

Photography



Ceramics



Sculpture

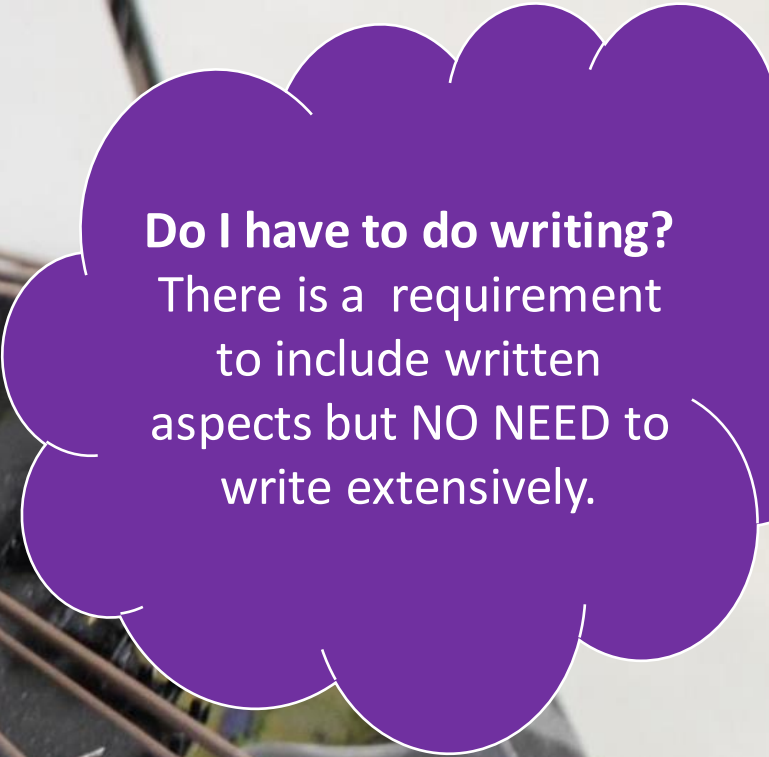
60% Component 1
This is all work from Year 10 until Jan Year 11
One project and a selection of further work
You will get to develop your own project from a series of themes and choose your own artist.
40% Externally set unit
From Jan Year 11 until Easter
A smaller project with themes set by the exam board.



Is the
There
exam
create
not a

What skills do I need to do an Art GCSE?

- Good standard of art skills across different media
- Ability to work independently
- Commitment to meet deadlines
- Can generate ideas/creative thinking
- Can create work with personal meaning
- Project management skills



Do I have to do writing?
There is a requirement to include written aspects but **NO NEED** to write extensively.



TOWN PLANNER
 FASHION DESIGNER
 ADVERTISING DIRECTOR
 ARCHITECT
 DRESSMAKER
 INTERIOR DESIGNER
 ART CONSERVATIONIST
 MURAL ARTIST
 PHOTO JOURNALIST
 STAGE DESIGNER
 ANIMATOR
 TYPOGRAPHER
 JEWELLER
 ART HISTORIAN
 CURATOR
 MUSEUM
 film editor
 FOOD STYLIST
 ART DEALER
 TEACHER
 BOOK ILLUSTRATOR
 cartoonist



Art and Design GCSE results

2022

Grades 9-7 = 30% NA 28.2%

Grades 9-4 = 89% NA 81.6%

2021 - TAGS

Grades 9-7 = 26% NA: 30.2%

Grades 9-4 = 68% NA: 84.9%

2020 - CAGS

Grades 9-7 = 19% NA: 29.6%

Grades 9-4 = 85% NA: 86.5%

2019

Grades 9-7 = 18% NA: 22.8%

Grades 9-4 = 91% NA: 75.2%

Is there loads
of homework?

I love art but
what jobs can I
do with it?

What projects
or themes will
we get to do?
Can we choose
what we do?

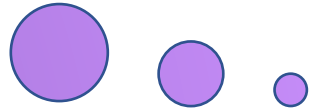
What does a
whole project
look like?

What does the
art exam involve?

Can I do Art AND
Photography?



What projects
or themes will
we get to do?

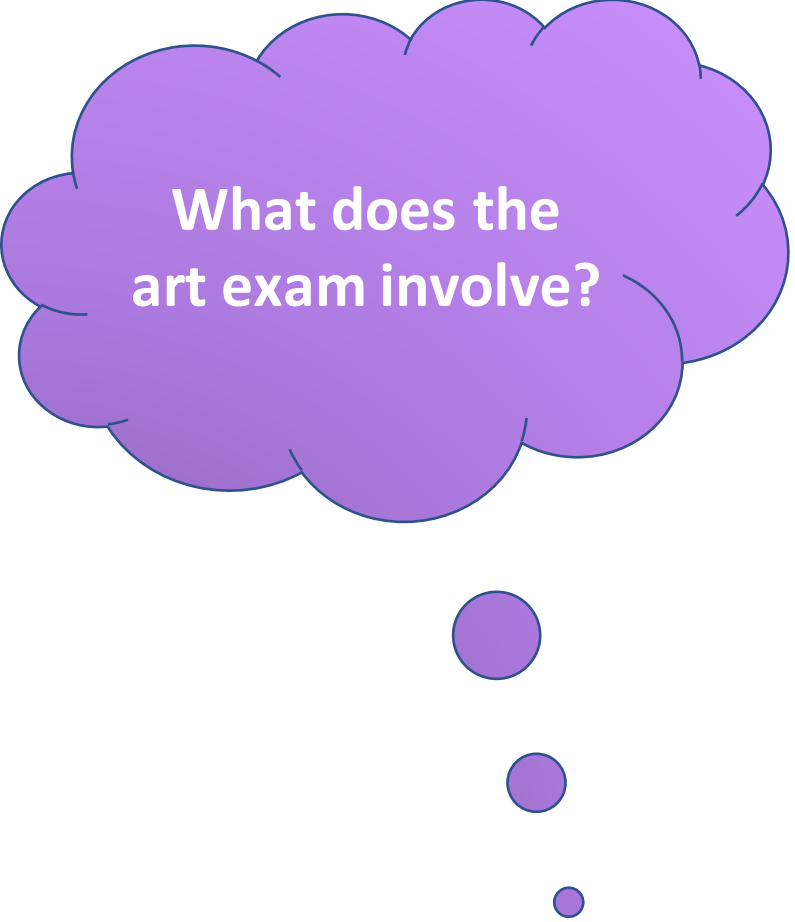


Year 10 Art:
Further work:
Changes each year -
could include
architecture or
natural forms

Sustained project:
Student choice from
a selection of themes
- Identity for
example

Year 11 Art:
Sustained project:
Completion of sustained
project

Externally Set Unit:
Student choice from 7 themes
set by the exam board



What does the art exam involve?

You will select one of 7 starting themes provided by the exam board and create a project using the same structure as your sustained project. It will be slightly condensed as you have less time.

0 5

Light and dark

Willy Ronis and Horst P Horst often used back lighting to create a silhouette or tonal contrast between subject and background. Ferdinando Scianna and Alexey Bednij have used shadows to create contrast and pattern in their photographs. Marks and Spencer's advertising campaign for promoting their food products uses the intense colour of ingredients contrasted against dark backgrounds.

Research appropriate sources and produce your own images based on **Light and dark**.

0 6

Machines

In his series of photographs 'Conceptual Forms,' Hiroshi Sugimoto photographed mechanical forms using subdued lighting to emphasise form. The intricate mechanisms, structures and detail of cogs, gears and watch parts are a popular source of inspiration for many photographers. In the stop frame animation 'Machine' by Bent Image Lab, characters made from various materials tell a story about a machine.

Produce your own response inspired by **Machines**.

Your exam projects culminates in a 10 hour exam (2 days - 5 hours each) in which you create the final response.

This is in silence, in the art room and you cannot have help from your teacher. You will be well prepared though so you will know what you need to do.

What does a whole project look like?



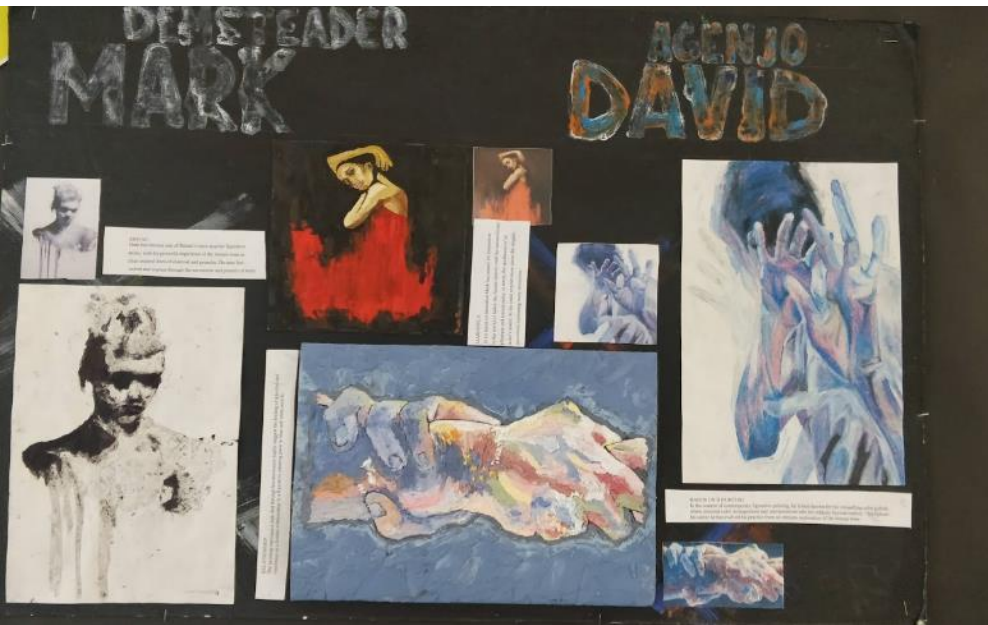
Mind map

Drawing sheet



Photosheets





Critical study board

Design idea 1



Design idea 2



Design idea 3



Final response

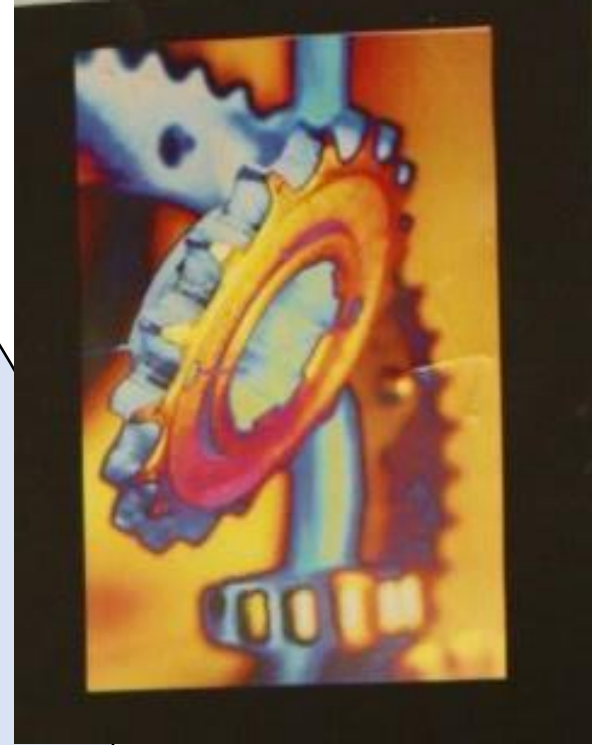
Is there loads
of homework?

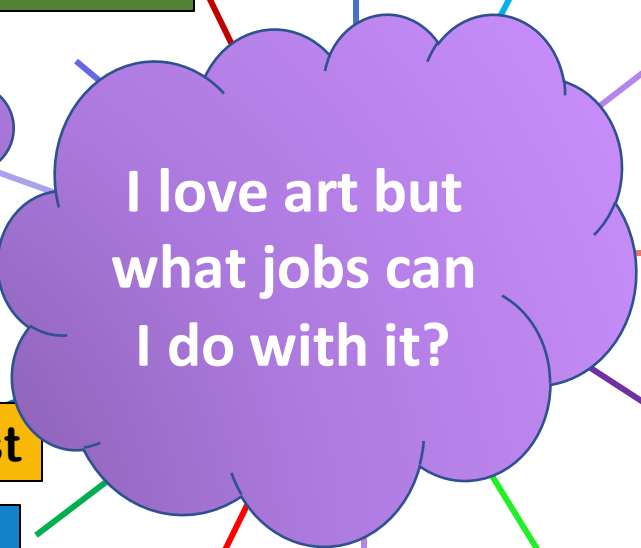
If Art and Photography are available in separate option blocks then yes, you can select both as options.

Please be aware:

- Deadlines for both subjects are the same
- Both subjects are coursework heavy and therefore require consistent effort over the whole of the course
- Both require commitment to work at home and after school
- Exams are likely to take place very closely together - possibly in one week
- You can create photography outcomes in the Fine Art course and you can explore practical manipulation in the Photography course.

Can I do Art AND
Photography?





Computer Game

- Game designer
- Character designer
- Animator
- Cartoonist

Product

- Product design
- Display designer
- Showroom manager

Advertisement

- Advertise designer
- Web designer
- Graphic designer

Fashion

- Fashion designer
- Tattoo designer
- Textile designer
- Photographer
- Stylist
- Fashion illustrator
- Make-up artistry

Toy designer

Illustrator

Art teacher

Architect

Architect

Sculptor

Furniture designer

Interior designer

Environmental designer

Garden planner

Urban Planning

Landscape architect

Gallery director

Museum

Art restorer

Art Collector Consultant

Art curator

Artist

Art historian

Exhibition designer

Film Production

Photographer

Art director

Fashion

Production director

Lighting designer

Set designer

Costume designer

You can develop transferable skills wanted by employers alongside developing your practical skills. You can access a career in art through apprenticeships, college courses, university and/or work experience and portfolio creation.

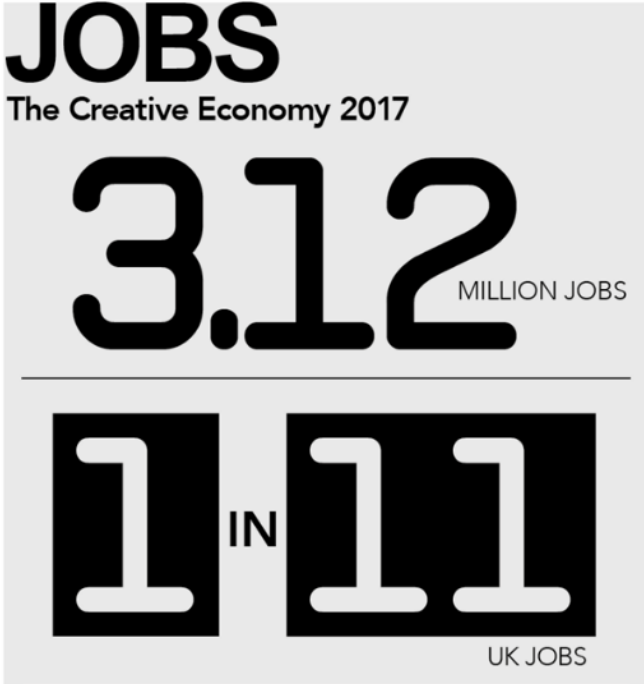
GVA % change 2010-2017



There are over 25 apprenticeships in the creative sector

- theatre lighting technician
- trainee technical graphic design assistant
- florist
- garden designer
- beauty therapist

53.1%



28.7%



UK AVERAGE

CREATIVE INDUSTRIES

Game Artist

Starting salaries : £18,000 - £25,000.

More experienced: £30,000 - £40,000.

Lead artists: £40,000 to in excess of £60,000.

1

Art Therapist

Newly qualified salary: £31,365

Experienced NHS salary: £38,890-£44,503

NHS senior therapists earn salaries £45,753 to £51,668

2

Fashion Designer

Starting salary: £16,000-£18,000 (design assistants)

Junior designer: £25,000

Senior designer: £42,000-£85,000

3

Photographer

Early career salaries: £16,000-£22,000.

Salaries can increase to anywhere from £25,000 to £65,000.

4

Graphic Designer

Full time hours (37 hours a week with overtime to meet deadlines.

Starting: £15,000-19,000

Mid level: £25,000-35,000

Experienced: £50,000+

Freelance: £200-400 per day

5

Interior Designer

Starting salaries: £18,000 to £23,000.

Experienced: £25,000 and £40,000.

Senior designers: £45,000+

6

Museum Curator

Assistant curators: £18,000 to £25,000, depending on location and responsibilities.

Experienced salary: £26,000 to £35,000. Senior salary: £40,000.

7

Textile Designer

Starting salary: £15,000-£20,000 (higher in London)

Junior designer: £22,000-£25,000

Senior designer: £30,000-£40,000

8

Animator

Entry salary: £12,000-£15,000

Computer game animation: £18,000

Experienced: £25,000

Ten years+ experience: £36,000

9

Art Teacher

Starting salary: £23,700

Experienced teacher: £35,000

(salaries are higher in London)

10

Arts Administrator

Starting salary: £15,000-£20,000

Experienced: £20,000-30,000

11

Illustrator

As an experienced illustrator with several years' experience, you may earn £20,000 to £30,000 a year.

12

Craftsperson

Starting salary: £15,000

Experienced salary: £30,000

13

A01 Develop ideas through investigations, demonstrating critical understanding of sources

DEVELOP
INVESTIGATE

EXPLAIN IDEAS

ARTISTS
ANNOTATE

contextual research

EXPLORE

A02 Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes

REFINE
EXPERIMENT

EXPLORE TECHNIQUES AND SKILLS

SELECT
EXPLAIN

PHOTOGRAPHS

IDEAS

A03 Record ideas, observations and insights relevant to intentions as work progresses

RECORD
INTENTIONS

LINK IDEAS

OBSERVATION
PLANNING

PRIMARY RESEARCH

RELEVANT

A04 Present a personal and meaningful response that realizes intentions and demonstrates understanding of visual language

RESPONSE
MEANINGFUL

VISUAL LANGUAGE

DEMONSTRATE
UNDERSTANDING

MAKE CONNECTIONS

CONCLUSION

- Remember that your work is not graded in isolation. All work from start of course until the externally set assignment begins (usually January) will be marked together. This is why when we hesitate when giving out grades for individual pieces, this does not necessarily reflect the standard of your wider portfolio and it can confuse students as to the grade they expect to get.
- Marks for each assessment objective are not limited to individual pieces of work either, so for example a design idea could earn you marks in all four assessment objectives.
- Your work is marked holistically (across all outcomes) and this is why consistency of quality is so important. All assessment objectives are equally weighted.

A01 Develop ideas through investigations, demonstrating critical understanding of sources

A02 Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes

A03 Record ideas, observations and insights relevant to intentions as work progresses

A04 Present a personal and meaningful response that realizes intentions and demonstrates understanding of visual language