



Why study GCSE Art and Design or Art Textiles ?



The GCSE course is designed to encourage students to develop knowledge, skills, and understanding along with creativity and imagination. The freedom with project themes provides an opportunity to experiment and take risks whilst developing their own style using a range of equipment and techniques. Students will respond to a range of visual stimuli and gain an insight into the practices of individuals, organisations and creative and cultural industries.

Specification at a glance



Students must complete both components (01 and 02) to be awarded the OCR GCSE (9-1) in Art and Design.

Content overview

Component 01: Portfolio

Students produce a portfolio of practical work showing their personal response to a set starting point, brief, scenario or stimulus. The portfolio may be presented in appropriate formats for the specification title they are following and chosen area of study. Students must complete both components (01 and 02) to be awarded the OCR GCSE (9-1) in Art and Design.

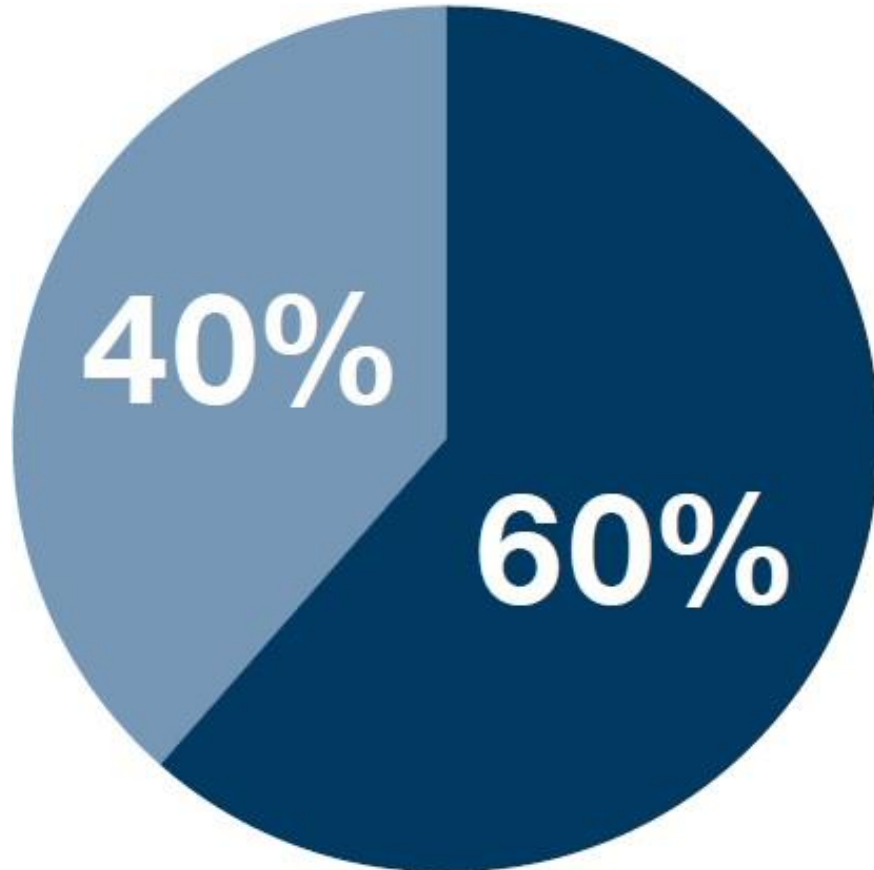
The portfolio must provide evidence that the student has met all four assessment objectives.

Component 02: Externally set task

Students 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 complete a final piece within the ten-hour supervised time period.

The portfolio must provide evidence that the student has met all four assessment objectives.

How is the course structured?



60% Coursework & 40% Exam

Students will begin their coursework in September year 10 and complete in December in year 11. Students will sit two Mocks to support this.

In January year 11 students will being an exam portfolio around a set theme from the exam board and sit a 10 hour exam in spring.



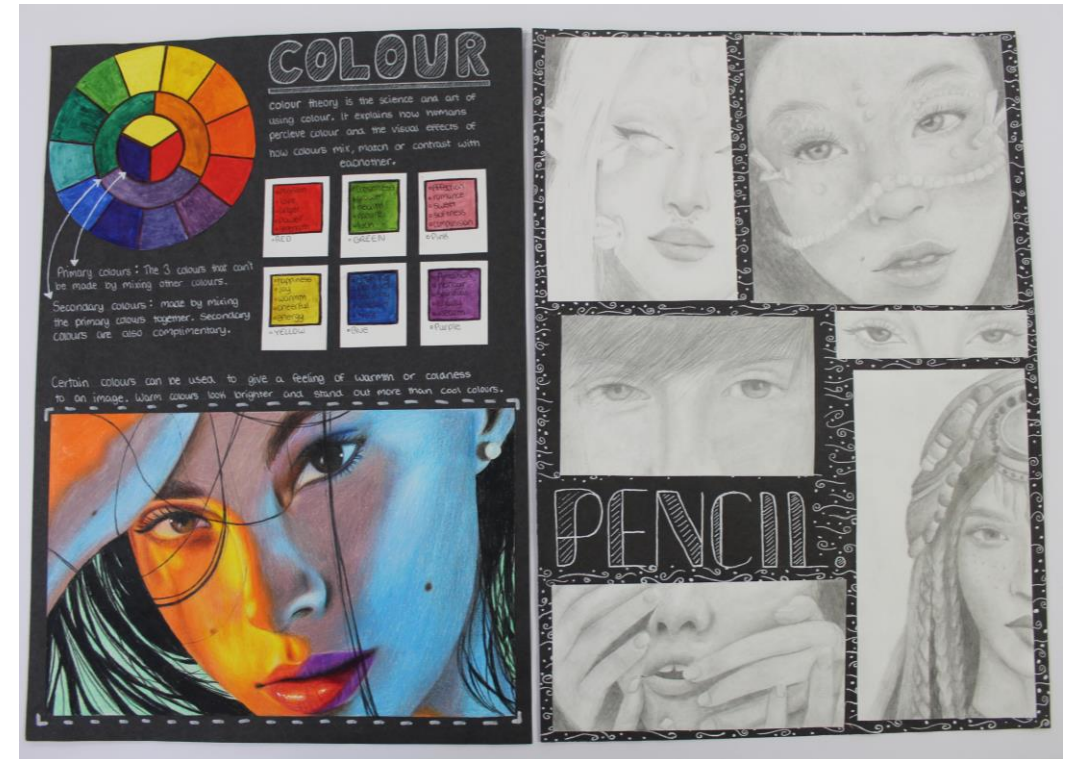
Exploring themes

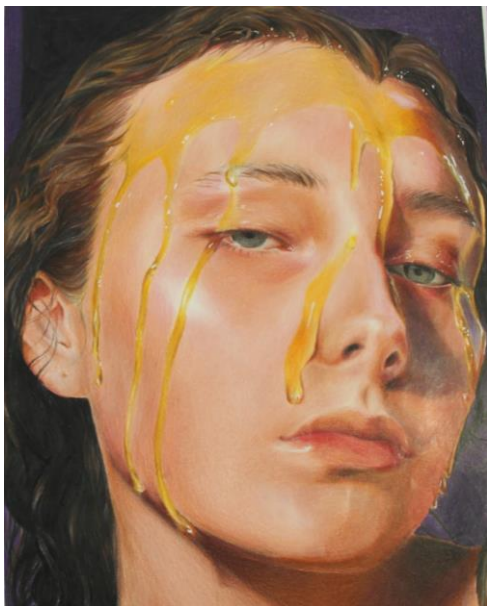
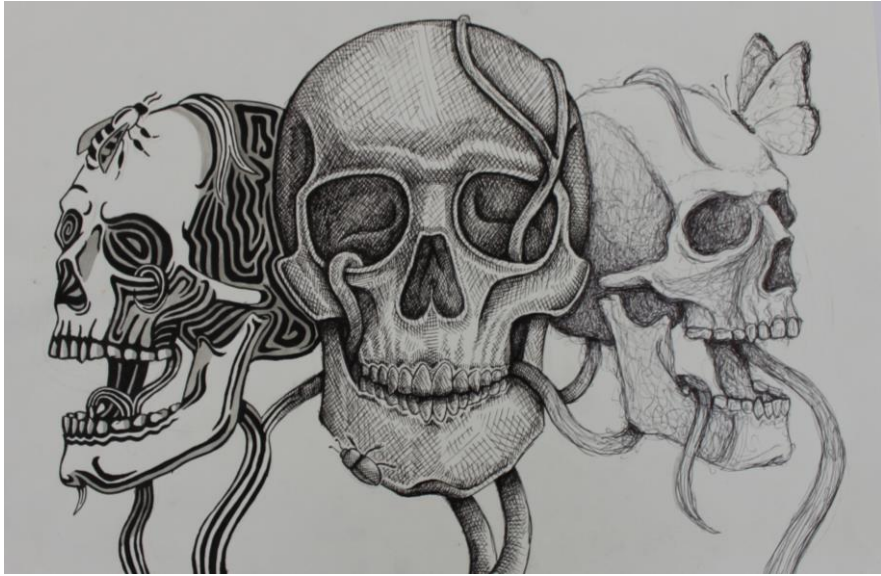
Inside out

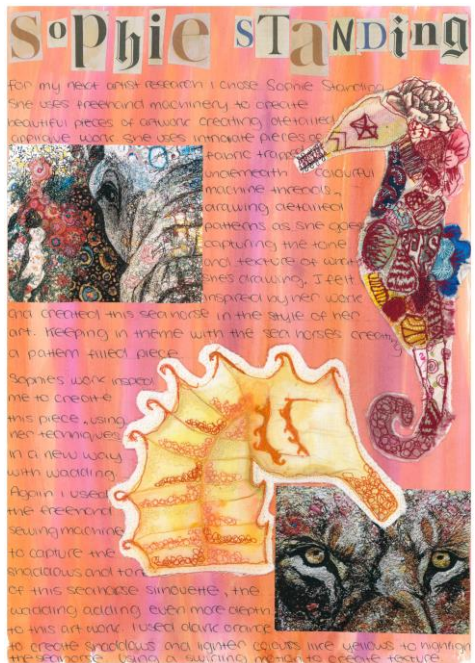
- Portrait
- Mechanical
- Nature
- Culture

Creating a portfolio

Experimenting with ideas

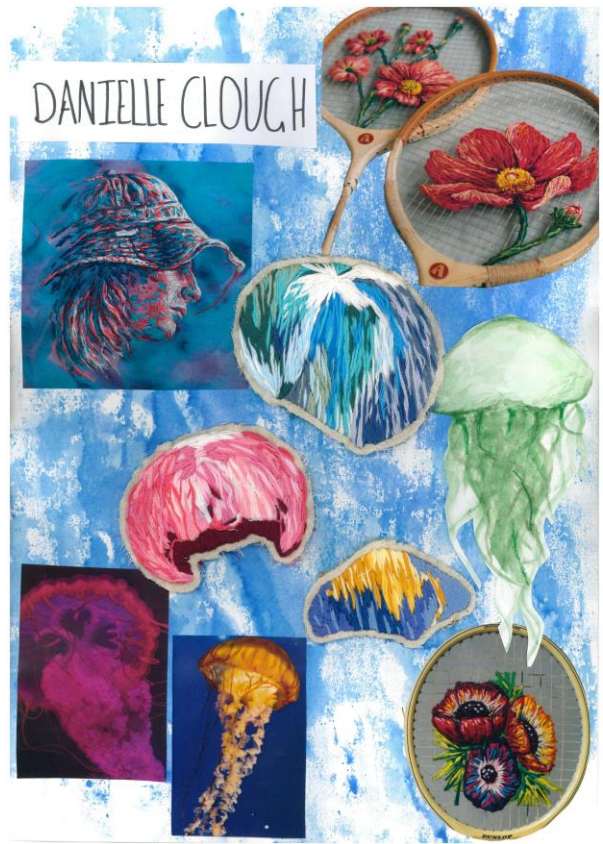






Creating a portfolio

Experimenting with ideas



Exploring ideas

Experimenting with materials





Post 16 education

- A-level: Media, Film Studies, Fine Art, Art Textiles, Photography and Graphic Design.
- Level 3: Media, Fashion and Photography
- Level 3 Full time: Media and Art & Design

Creative Careers

UK average salary **£36,717**

Arts & Culture £38,000

Advertising & Marketing £45,000

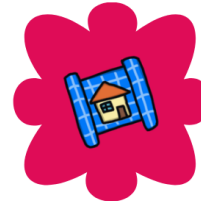
Gaming £80,000

Film & VFX £40,000

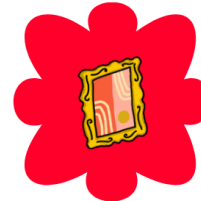
TV Streaming £70,000



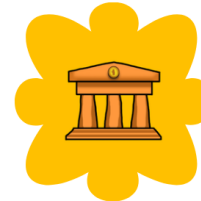
ADVERTISING, MARKETING &
PR



ARCHITECTURE



ARTS & CULTURE



CULTURE & HERITAGE



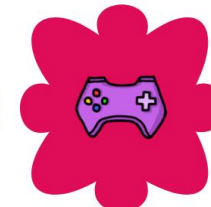
DESIGN



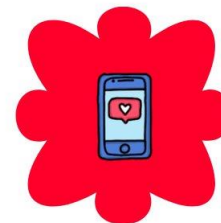
FASHION



FILM & TV



GAMING



MEDIA



MUSIC



PHOTOGRAPHY &
VIDEOGRAPHY



PODCAST & RADIO