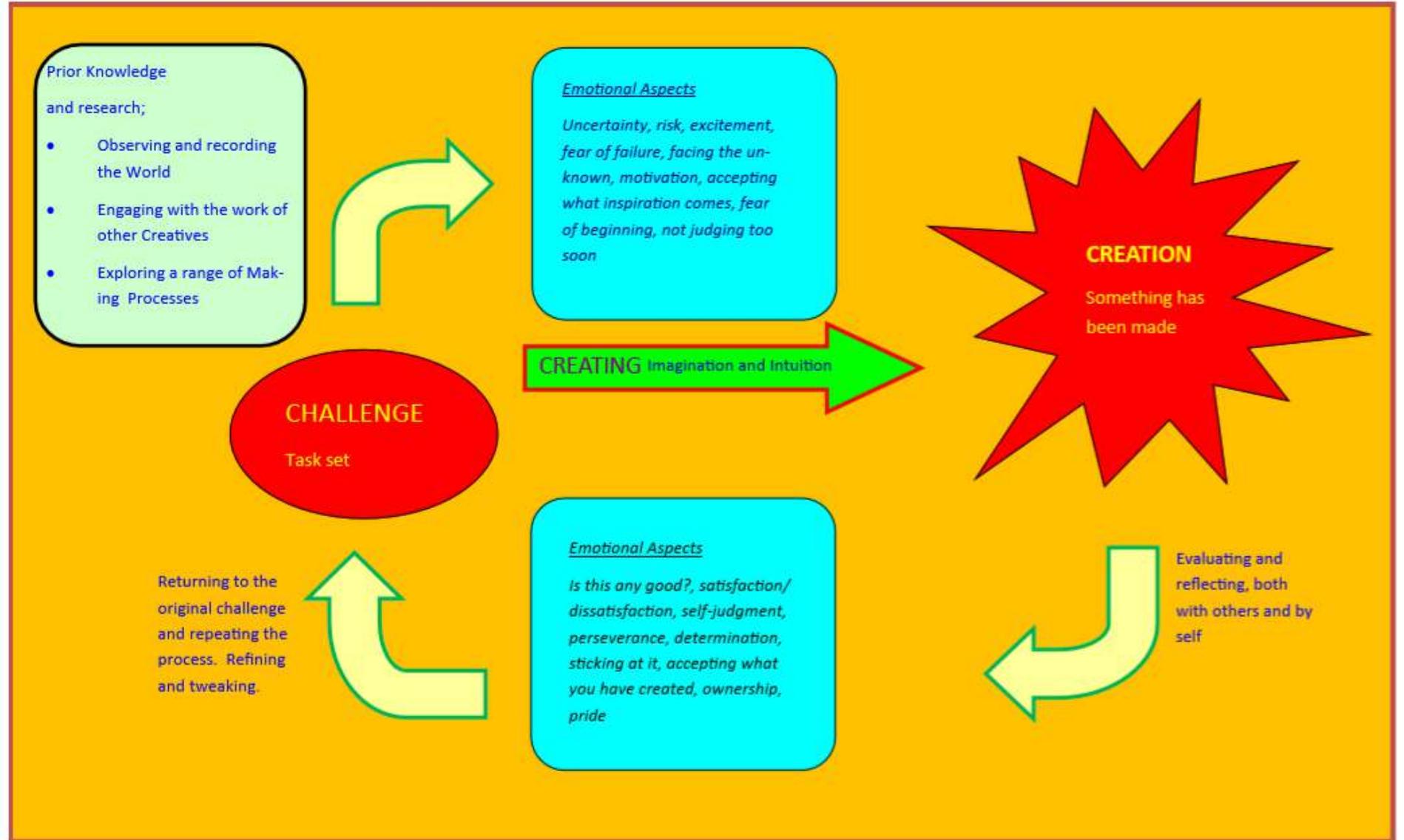


So you want to be a Creative?

Choosing Art at GCSE

The Creative Process

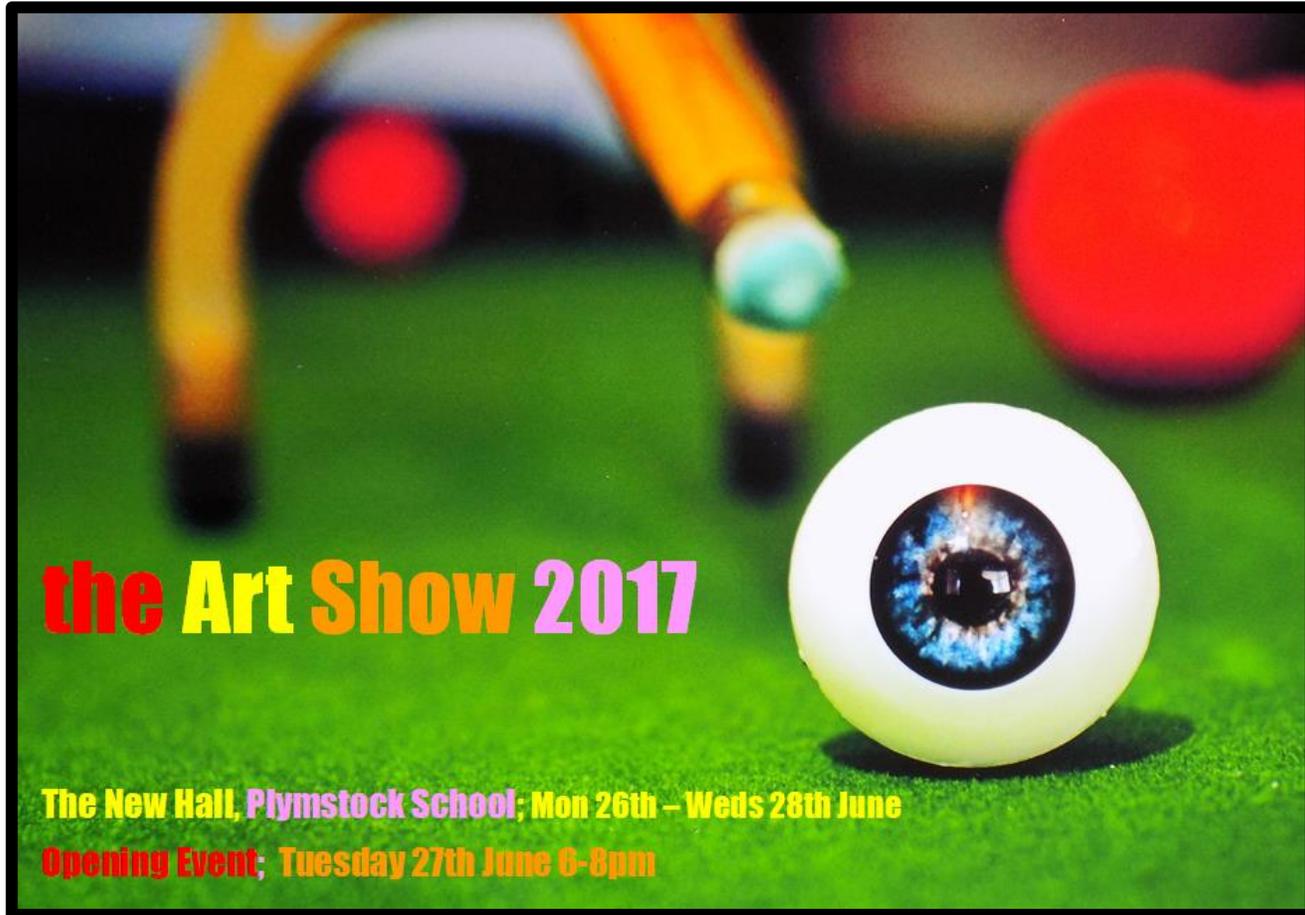
Believe it or not everything you have learnt about creativity in your Art lessons has also been preparing you for GCSE....



TIME This is essential. Process requires sufficient time to work properly.

Being a Creative

It's about making cool stuff and
showing it to the world...



the Art Show 2017

The New Hall, Plymstock School; Mon 26th – Weds 28th June
Opening Event; Tuesday 27th June 6-8pm

The Art Show

Exhibiting your creative work is integral to the whole process.





The Art Show

So how is the course structured?

Art, Craft & Design

Qualification

GCSE Graded 9 to 1, U

Staff Contact

Mr O Hurd-Thomas - Head of Department
ohurd-thomas@plymstockschool.org.uk

The Creative Industries are one of the strongest performing sectors of the UK economy. Choosing to study Art, Craft and Design puts you on a pathway that could lead to careers in areas as diverse as architecture, game design, fashion and textiles, fine art, costume and set design, advertising, jewellery making, and furniture design. It is also a brilliantly creative and expressive accompaniment to other, more academic areas of study.

To succeed at GCSE you will need to be willing to develop your existing observation and recording skills (drawing and photography), artist research (both visual studies and written analysis), development of a personal idea (experimenting with practical making processes, e.g. painting or ceramics) and creation and presentation of finished artwork.

Areas of Study

The course is split into two areas:

Component 1: Portfolio (60% of marks)

This will include one major project that shows the student's ability to fully develop a creative outcome based upon the skills outlined above. It will also include evidence of smaller skills-based experiments and responses to trips or workshops.

Component 2: Externally Set Assignment (40% of marks)

Students are given a choice of seven starting points set by the exam board, from which they need to develop a response in a similar manner as for Component 1. This will be given a limited time frame for development (8 weeks) at the end of which will be a 10 hour formal exam, during which a final outcome will be created.

Assessment Procedures Exam: 40% NEA: 60%

All work is marked internally by the Art, Craft and Design team, and then a sample of our marks are moderated and checked by the exam board.

Examples of Assessments Used During the Course

Assessment will be based upon the Assessment Objectives and Grades released by the exam board.

Assessment is formative and on-going; for example for a project where a clay outcome is the final piece, students will be given oral and written feedback on all stages of the project. Other formative assessments include observational tasks, artist studies and development of ideas, as well as final pieces. Students will then be expected to respond to feedback, improving and refining sketchbook work and final outcomes accordingly.

After Successfully Completing This Course:

A level courses in Art, Craft and Design, and in Photography. Extended Diplomas in Art and Design, and associated specialisms. Various careers in the creative industries (see above). Having a GCSE in Art will also be supportive if you take a managerial, administrative, marketing or legal role in the creative industries.

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The “exam” is very unlike exams in other subjects – students do 75% of their work in normal lessons in the 8 weeks of prep time before the exam. The exam itself is really 10 hours of controlled time in the students’ normal classroom environment, under exam conditions. This is **making** time – there are no facts to remember, nor any new unseen questions to answer.

What next?

- **A level** – we run a successful A level Art & Design course
- **Plymouth College of Art** – several students each year choose to pursue Art full time post-16 and choose a course at PCA

Careers - Where do our students end up?

Illustration

Web Design

Advertising

Film and Television

Interior Design

Fine Art

Portrait Photography

Set Design

Architecture

Video Game Development

Costume design

Your Experience

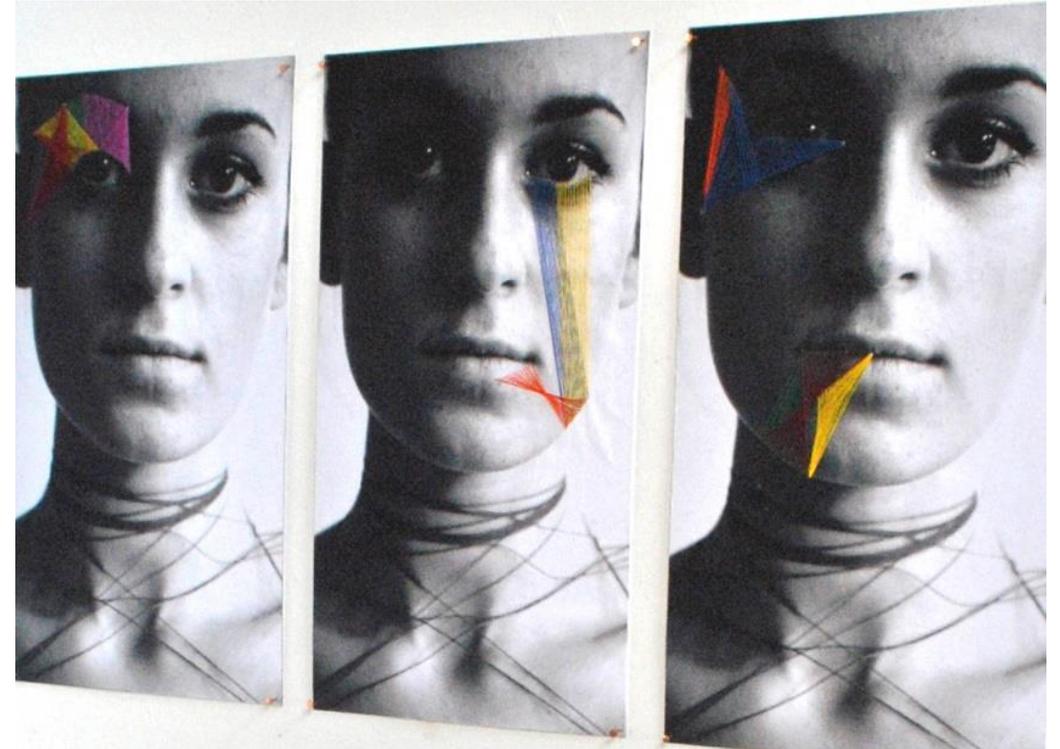
Ultimately lessons are about one thing – to learn how to think and act like a Creative.

Yes you will need to learn lots of new skills and deepen your practice in those skills you already have.

Yes you will have support from expert teaching and technical staff with a wide body of skills and experience.

Yes you will be working in a relaxed, easy flowing and communicative environment.

But at the core of this is a constant challenge – to take ownership of your own creative process and make amazing work that you can proudly exhibit and share. It is hard work that requires resilience and courage at times. But you will remember what you create for the rest of your life.



So you want to be a Creative?

Then join us - Choose GCSE Art 😊