

## GCSE Art and Design (3D Design)

### Curriculum Content

CURRICULUM OUTLINE GCSE ART & DESIGN [3D Design]	YEAR 10	YEAR 11
SUMMER 2 (ROLL OVER)	<u>Super Hero 3D Art Work</u>	<u>'Symbolic me'</u> Modify, plan and realise
AUTUMN 1	<u>'Symbolic me'</u> Artist research, investigation, primary and secondary sources	<u>'Symbolic me'</u> <u>Mock Practical Exam</u> Preparatory work
AUTUMN 2	<u>'Symbolic me'</u> experimental work, material exploration and processes	<u>'Symbolic me'</u> <u>Mock Practical Exam</u> Manufacture
SPRING 1	<u>'Symbolic me'</u> Concept generation and modelling	<u>Externally Set Task [Component 2]</u> Preparatory work
SPRING 2	<u>'Symbolic me'</u> Develop and Refine	<u>Externally Set Task [Component 2]</u> Examination
SUMMER 1	<u>'Symbolic me'</u> Scale Modelling	

## **Skills**

Skills developed throughout the course include:

- Drawing and Sketching
- Painting
- Photography
- Illustrator and Photoshop (adobe software)
- Model making
- Visual Research
- Artist Research
- Working with a variety of Materials
- Planning and refining Ideas
- Making a Final Piece
- Workshop skills

## **Assessment**

Year 10 gives the students opportunities to try new ways of working and build their skills through a series of staff led workshops, in a variety of material bases and design areas.

Year 10 and 11 Personal Investigation (symbolic me) will make up the Coursework Portfolio (60%) with the Externally Set Task being sat at the end of the course (40%).

There are four equally weighted Assessment Objectives for both components:

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.

