

Art & Design

OCR GCSE

Why study Art & Design?

The GCSE Art & Design course will appeal to you if you:

- Enjoy creativity and have a keen interest in art and using your imagination and intuition when exploring and creating images and artefacts
- Have an interest in why art and design matters and would be inspired and challenged by studying a broad, coherent, satisfying and worthwhile course of study
- Want to become confident in taking risks and learning from experience when exploring and experimenting with ideas, processes, media, materials and techniques



What will I learn?

When studying the GCSE Art & Design course you will:

- Acquire and develop technical skills through working with a broad range of media, materials, techniques, processes and technologies with purpose and intent
- Develop knowledge and understanding of art, craft and design in historical and contemporary contexts, societies and cultures
- Demonstrate safe working practices in art, craft and design
- Develop creative, imaginative and intuitive capabilities when exploring and making images, artefacts and products
- Develop critical understanding through investigative, analytical, experimental, practical, technical and expressive skills

How will I be assessed?

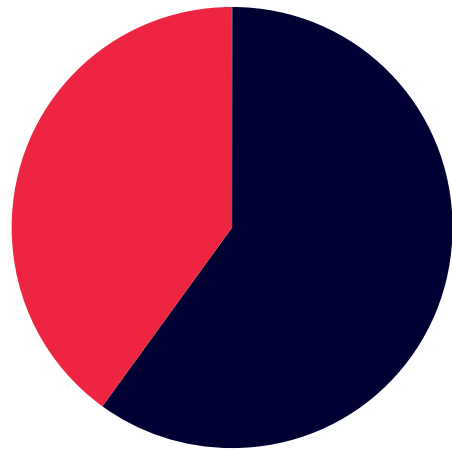
The GCSE course is addressed over two components both of which are internally assessed and externally moderated:

Component 1

Takes the form of a Portfolio of work and will contribute 60% towards your total mark.

Component 2

Takes the form of an Externally Set Task (examination) and will contribute 40% towards your total mark.



60% - Coursework Portfolio Component
40% - Externally Set Task (examination) Component

What can I do after I've completed the course?

As well as being the ideal preparation for A Level Art & Design, Photography and Graphic Communication or IB Visual Arts courses, the GCSE course will also develop your creative and imaginative skills and might lead to further training in such areas as arts administration, museum and gallery curation, fashion, the games and film industry, architecture, design, photography, animation, the theatre, fine art and advertising.