

<b>GCSE Art, Craft and Design</b>	<p><b>Curriculum Intent:</b> As soon as students step into their first GCSE Art, Craft and Design class they will not only refine their traditional artistic skillsets in a series of workshops, but they will also develop research skills; be exposed to a wide range of cultures from around the world; and learn sought-after project management skills. This will prepare them so that they can successfully navigate through the Assessment Objectives and create a personally derived and creative investigation in both component 1 (60%) and component 2 (40%) of their qualification.</p> <p>As students can articulate and interpret the given project titles in any suitable media that convincingly demonstrates their ability to adapt the styles and techniques of their chosen/studied artist/movements, it is imperative that they have a good understanding of what an investigative sketchbook looks like and have a broad understanding of media, techniques and processes before embarking on their assessed artwork.</p> <p>Here at UCC we strive to create independent, innovative and resilient artists who are master problem-solvers and aren't afraid of a challenge.</p>																							
	<i>Colour indicates which sketchbook the project is to be completed in →</i>		Learning Skills, acquiring knowledge and developing understanding				60% of GCSE grade								40% of GCSE grade									
	Introductory Workshops		3D Project				Micro Project				Component 1				Component 2									
<b>Interleaving</b>	Processes, media and techniques and how they are used. How to create evidence for the various Assessment Objectives.																							
<b>Practical Skills</b>	Refine skills established at KS3 and introduced to new media, techniques and processes. New printing techniques, wet media and mixed media explored.				Clay, wire and papier mâché.				Students select three media they wish to independently develop further. Revisit the grid technique and introduce digital art. Presenting a sketchbook.				Refine a minimum of three media/techniques (evident in at least two of the 3 disciplines of Art) and present quality recordings and original art.				Further refine practical skills to meet AQA specifications and enable them to create a personal response to their chosen exam title.							
<b>Knowledge</b>	Formal Elements of Art, Introduce the Principals of Art, Composition.				Materials, scale, structure and the importance of planning an outcome.				How to evidence the assessment objectives so that they can independently structure their investigations (for component 1 & 2).				Artist Analyses, Common Narratives, Pastiches, developing final pieces.				Artist Analyses, Common Narratives, Pastiches, developing final pieces.							
<b>Understanding</b>	How to select an appropriate formal element focus for each subject matter and task.				A range of constructive techniques for 3D and 3D relief artwork.				The content of a complete investigation in Art, Craft and Design and how to evidence the AO's successfully.				How to independently investigate a chosen title and evidence the AO's successfully.				How to project manage under time restrictions, showcasing skills and knowledge acquired across the course.							
<b>Skills</b>	AO1		AO2		AO3		AO4		AO1		AO2		AO3		AO4		AO1		AO2		AO3		AO4	
	Investigate	Analyse	Develop	Refine	Record	Respond	Investigate	Analyse	Record	Develop	Refine	Respond	Investigate	Analyse	Record	Develop	Refine	Respond	Investigate	Analyse	Record	Develop	Refine	Respond
<b>Assessment</b>	Verbal and Written feedback from teacher. Self and peer assessment.				Verbal and Written feedback from teacher. Self and peer assessment.				Verbal and Written feedback from teacher on Task Tracker sheet. AO 'bar chart' progress tracker. Self and peer assessment.				Verbal and Written feedback from teacher on Task Tracker sheet. AO 'bar chart' progress tracker. Self and peer assessment.				Verbal and Written feedback from teacher on Task Tracker sheet. AO 'bar chart' progress tracker. Self and peer assessment.							