

# GCSE Art and Design

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Not an Easy Option  
An Essential Option

**NOW**

**GOAL**

**OUTCOME**

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# NOW

What do I enjoy?    What will stretch me?

I will be the one  
to complete the work

What skills will I  
develop?

What will give me  
broader opportunities?



Careers

Personal  
skills

Transferable  
skills

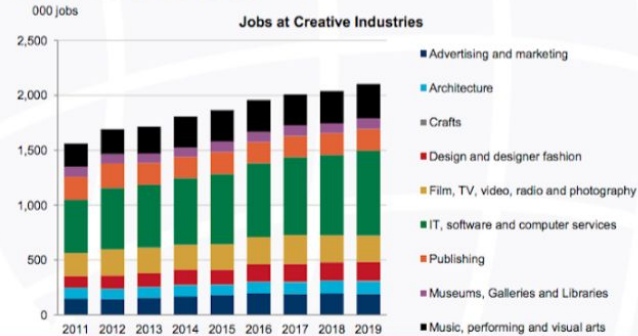


# Careers in the Creative Industries



...while providing significant numbers of jobs...

**Creative Industries employed 2.10 million people in 2019**, an increase of 34.5% from 2011. This is more than three times the growth rate of employment in the UK overall (11.4%), reflecting the growing economic importance of the sector.



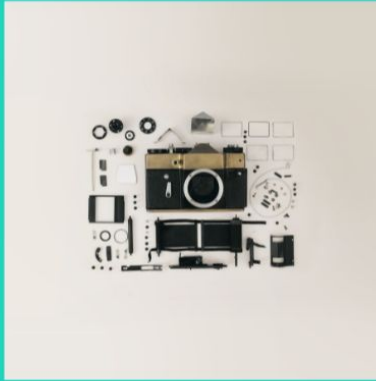
**Creative industries' employment accounted for 6.3% of UK jobs in 2019**

# Skills beyond GCSE Art and Design



## Communication beyond Language

Supporting understanding and memory  
connecting ideas with others  
visually not just verbally



## Investigation

Ability to understand things around us: the world, society, and events.

Imagining something new and being able to create this



## Critical thinking

Ability to evaluate, analyse and explore others ideas with an open mind

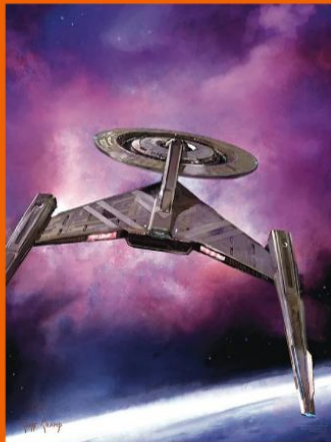
**How you will develop over the two years making you the best person for any career path. Colleges and employers recognise how much work GCSE Art and Design is**

- Able to meet deadlines
- Be self motivated
- Be committed and demonstrate passion
- Show resilience through never giving up
- Willing to evaluate, analyse and make changes
- Be open minded to new ideas
- Able to manipulate a variety of traditional and modern mediums
- Adapt to an ever changing working environments and the world



# GOAL

Exciting  
discoveries  
and new skills



Achieve  
the best  
GCSE

Criteria

Future

# Coursework 60% of GCSE

## Unit one YEAR 10

Scholar led ideas, linked to their interests and passions. Discover how mediums react to their ideas and investigate how others explored these themes. Record ideas through drawing, 3D, printing, ICT and photography, all within a portfolio, culminating in a final outcome.

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## Unit two Year 11 Easter of Year 10 to December of Year 11

Scholars may continue their Year 10 theme but develop it further or explore a new idea. They will follow the same process as in Year 10 but demonstrate a greater skill set due to their development through Year 10

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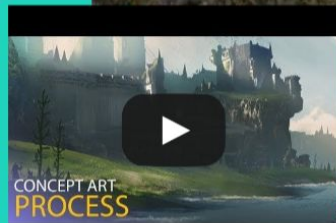
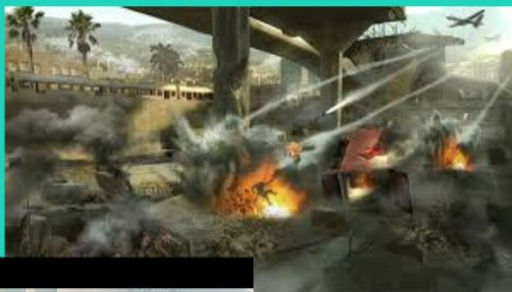
## Externally set EXAM 40% of GCSE January to March Year 11

Theme set by exam board (EDEXCEL). Scholars will create a portfolio linked to the theme and present a final outcome under exam conditions.

NO WRITTEN EXAM <https://qualifications.pearson.com/en/qualifications/edexcel-gcses/art-and-design-2016.html>

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Your Future what will you decide?





**Scholars will  
be able to adapt  
and flourish in  
whatever pathway they choose**

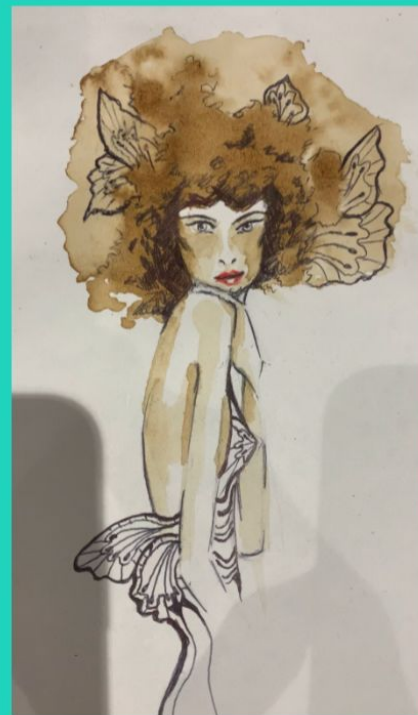


**Current  
Year 10  
Scholars  
Work**

**Year 11  
Scholars  
Work**



# Current Year 10 Scholars work





# A Year 11 Scholar's portfolio and final outcome



Research page for Cesar Gojo



Response to Cesar Biojo



Mixed media experimental ideas



Planning examples for my final idea

