

KS4 Curriculum handbook subject pages

Subject Fine Art

Syllabus AQA GCSE Art and Design: Fine Art

What will I learn? In year ten, students will complete a series of small projects responding to a range of different themes (past examples have included identity, Greek mythology, and Japanese Art). The focus of the projects will be on developing a range of practical skills in various industry standard software such as Adobe Photoshop as well as more traditional processes such as printing and drawing. Students will build on their knowledge and skill with each project, with increasing independence so that by the end of the year, each student will have chosen their own themes and topics which fit with their interests and strengths.

In Year 11, students will begin by researching and planning a personal investigation project (with their year 10 work, worth 60% of their overall GCSE grade). This will be an opportunity for students to develop the skills learnt in year ten and specialise in an area that focuses on their interests and ideas. They will be able to work from a range of materials, including painting (oil- and water- based media), drawing, illustration, 3D work, digital, film/photography/moving image, fashion, craft, and more. Students are encouraged to be ambitious in their ideas for their personal investigation.

At the beginning of January, students will then complete an Externally Set assignment (Worth 40% of overall grade) which will follow the same process as previous projects, and will culminate in a practical exam where students can create responses to the project.

How will I be assessed? Coursework 60% (year 10 and year 11 work, up until January of year 11) Externally set project 40% (8-10 week preparation period followed by a 10 hour exam in which to make a final outcome)

How will this prepare me for my next steps? The creative pathway lays the foundation for both the technical, analytical and problem-solving skills required for future creative and academic endeavours. Students will not only create a portfolio of work to represent their skills and interests, but also will gain confidence and enjoyment in their abilities as creators. Students develop understanding of visual Art and Design skills which will prepare them for work in a number of creative careers, as well as transferable skills such as problem solving, divergent thinking, practical work, and learning as a result of research, experimentation, reflection, and resilience.

Contribution to Studio aims –

The skills learned in these subjects prepare students for a wide range of careers in the games or creative industries.

Careers/job ideas

- artist/designer
- illustration/ graphic designer
- animator
- concept artist
- games designer
- photographer
- advertising and marketing
- architecture
- crafts
- design
- fashion
- film, TV, video, radio

- IT, software and computer services