AQA GCSE Art and Design: FINE ART



Jobs you can get with an art qualification;

Graphic designer, illustrator, games designer, animator, fashion designer, web designers, make-up artist, special effects artist, costume designer, TV/film director, advertisement, product designer, pattern designer, tattoo artist...and more

What will you study?

In Fine Art you will have the opportunity to use a range of different media such as paint, print, pencil, pastel, crayon, charcoal for example, to create 2D and 3D work. You will learn new artistic skills as well as improving and building on what you have acquired through years 7-9. Applying those skills to set projects/themes which you will **investigate**, **develop**, **refine** and **present** through a portfolio of work. At the end of year 11 you will present 2 portfolios of work, component 1 (sustained portfolio) and component 2 (Externally set assignment from AQA with 10hr supervised time).

How might it be useful in the future?

As well as learning traditional art skills, you will also pick up transferable skills useful in any job. Throughout the course, you will be expected to be creative, work on your own and be independent, come up with original ideas and be able to complete a project from start to finish with deadlines. You will develop resilience skills, how to develop your ideas and can put a personal influence into your work. Art and Design Fine art will prepare you for any creative career you wish to continue onto after GCSE.

How will you be assessed?

Component 1= 60% of final grade

Component 2= 40% of final grade

Each component split up into 4 different assessment objectives:

A01	Develop ideas through investigations, demonstrating critical understanding of sources	25%	
A02	Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes	25%	
A03	Record ideas , observations and insights relevant to intentions as work progresses	25%	
A04	Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language	25%	