

DRAFT



Department
for Education

Art and design

GCSE subject content

July 2014

Contents

The content for art and design GCSEs	3
Introduction	3
Subject aims and learning outcomes	3
Subject content	4
Knowledge and understanding	4
Skills	5
Qualification titles	5
Areas of study	7

The content for art and design GCSEs

Introduction

1. The GCSE subject content sets out the knowledge, understanding and skills common to all GCSE specifications in a given subject. Together with the assessment objectives it provides the framework within which awarding organisations create the detail of their specifications, so ensuring progression from key stage 3 national curriculum requirements and the possibilities for development into A level.

Subject aims and learning outcomes

2. GCSE specifications in art and design must encourage students to:

- actively engage in the creative process of art, craft and design in order to develop as effective and independent learners, and as critical and reflective thinkers with enquiring minds
- develop creative, imaginative and intuitive capabilities when exploring and making images, artefacts and products
- become confident in taking risks and learn from experience when exploring and experimenting with ideas, processes, media, materials and techniques
- develop critical understanding through investigative, analytical, experimental, practical, technical and expressive skills
- develop and refine ideas and proposals, personal outcomes or solutions with increasing independence
- 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
- develop an awareness of the different roles and individual work practices evident in the production of art, craft and design in the creative and cultural industries
- develop an awareness of the purposes, intentions and functions of art, craft and design in a variety of contexts and as appropriate to students' own work
- develop self-confidence, resilience, perseverance, self-discipline, commitment and, where appropriate, an ability to work with others
- demonstrate safe working practices in art, craft and design

Subject content

3. GCSE specifications in art and design must require students to learn through practical experience and demonstrate knowledge and understanding of sources that inform their creative intentions. Intentions should be realised through purposeful engagement with visual language, visual concepts, media, materials and the application of appropriate techniques and working methods.

4. GCSE specifications in art and design must require students to develop and apply relevant subject-specific skills in order to use visual language to communicate personal ideas, meanings and responses.

5. GCSE specifications in art and design must require students, over time, to critically reflect upon their creative journey, and its effectiveness in relation to the realisation of personal intentions.

6. Students can work entirely in digital media or entirely in non-digital media, or in a mixture of both, provided the aims and assessment objectives are met.

Knowledge and understanding

7. GCSE specifications in art and design must require students to demonstrate the knowledge and understanding listed below through practical application of skills to realise personal intentions relevant to their chosen title(s) and related area(s) of study.

8. GCSE specifications in art and design must require students to know and understand:

- how sources inspire the development of ideas, drawing on:
 - the work and approaches of artists, craftspeople or designers from contemporary and/or historical contexts, periods, societies and cultures
 - contemporary and/or historical environments, situations or issues
 - other relevant sources researched by the student in the chosen qualification title and area(s) of study
- the ways in which meanings, ideas and intentions can be communicated through visual language, using formal elements, including:
 - colour
 - line
 - form
 - tone
 - texture

DRAFT

- the characteristics, properties and effects of using different media, materials, techniques and processes, and the ways in which they can be used in relation to students' own creative intentions and chosen area(s) of study
- the different purposes, intentions and functions of art, craft and design in a variety of contexts and as appropriate to students' own work.

Skills

9. All students engaging with GCSE art and design specifications must demonstrate the ability to:

- develop their ideas through investigations informed by selecting and critically analysing sources
- refine their ideas as work progresses through experimenting with media, materials, techniques and processes
- record their ideas, observations, insights and independent judgements, visually and through written annotation, using appropriate specialist vocabulary, as work progresses
- use visual language critically as appropriate to their own creative intentions and chosen area(s) of study through effective and safe use of:
 - media
 - materials
 - techniques
 - processes
 - technologies
- realise personal intentions through the sustained application of the creative process
- use drawing skills for different needs and purposes, appropriate to the context

Qualification titles

10. GCSE specifications in art and design must require students to develop and apply the knowledge, understanding and skills (set out in sections 8 and 9 above) in ways relevant to the recognised progression routes for the subject. To ensure transparency for end users, separate GCSE art and design qualification titles must be used which correspond to these routes.

11. The approved list of GCSE art and design qualification titles are:

- art and design (art, craft and design)

DRAFT

- art and design (fine art)
- art and design (graphic communication)
- art and design (textile design)
- art and design (three-dimensional design)
- art and design (photography)
- art and design (critical and contextual studies)

12. Awarding organisations offering GCSEs in art and design must provide students a choice of at least three titles. This must include the qualification title art, craft and design, which is the broad course of study, and to ensure students have access to this, awarding organisations must offer at least two other qualification titles from the above list.

13. Each title will be recognised as a distinct art and design GCSE qualification, and must use the titling conventions specified above on all relevant documentation.

DRAFT

Areas of study

14. GCSE specifications in art and design must offer areas of study which ensure that the application of knowledge, skills and understanding (set out in sections 8 and 9 above) is clearly focused and relevant to each title. The areas of study listed below for each of the titles are neither compulsory nor exclusive, and awarding organisations may offer different areas as long as they are relevant to the title:

fine art	graphic communication	textile design	three-dimensional design	photography	critical and contextual studies	art, craft and design
<ul style="list-style-type: none"> • drawing • installation • lens-/light-based media • mixed media • painting • printmaking • sculpture 	<ul style="list-style-type: none"> • advertising • communication graphics • design for print • illustration • interactive design (including web, app and game) • multi-media • package design • typography 	<ul style="list-style-type: none"> • constructed textiles • digital textiles • dyed fabric • fashion design • installed textiles • printed fabric • soft furnishings • stitched and/or embedded textiles 	<ul style="list-style-type: none"> • architectural design • ceramics • environmental / garden design • jewellery / body adornment • sculpture • set design 	<ul style="list-style-type: none"> • documentary • experimental imagery • installation • photo-journalism • moving image: film, video and animation 	<ul style="list-style-type: none"> • art, design or craft practitioners • contemporary art • interpretations of landscape and natural forms • popular culture • responding to the human form • still life and designed objects 	<p>area(s) of study from at least two of:</p> <ul style="list-style-type: none"> • fine art • graphic communication • textile design • three-dimensional design • photography • critical and contextual studies

DRAFT

15. GCSE specifications in art and design must require students to select one or more areas of study relevant to their chosen title. Students must be permitted to combine aspects of different areas of study as long as they are relevant to their chosen title.

16. To ensure the art, craft and design title offers sufficient breadth, students must select at least one area of study from a choice of at least two titles offered in the specification.



Department
for Education

© copyright 2014

You may re-use this document/publication (not including logos) free of charge in any format or medium, under the terms of the Open Government Licence v2.0. To view this licence, visit www.nationalarchives.gov.uk/doc/open-government-licence/version/2 or email: psi@nationalarchives.gsi.gov.uk.

Where we have identified any third party copyright information you will need to obtain permission from the copyright holders concerned.

Any enquiries regarding this publication should be sent to us at www.education.gov.uk/contactus.

This document is available to download at www.gov.uk/government/publications.



Follow us on Twitter: @educationgovuk



Like us on Facebook: www.facebook.com/educationgovuk

Reference: DFE-00486-2014