

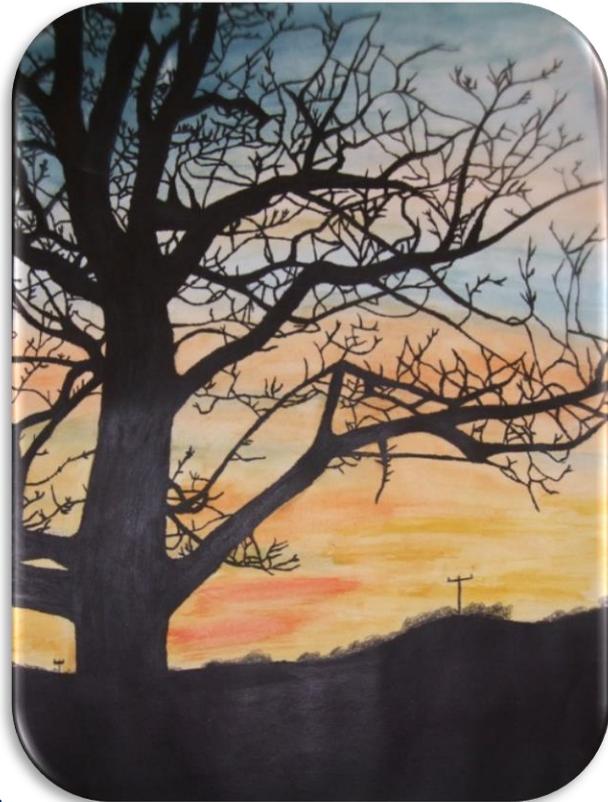


Art and Design

Art & Design activities involve the creative and imaginative combination of practical and intellectual skills leading to both visual and tactile outcomes.

The study of Art & Design provides pupils with opportunities to enrich their sensory experiences and develop aesthetic sensitivity and awareness. Pupils make personal, visual and tactile responses to feelings, ideas and environments through their work.

As a department we strive to develop pupils' ability to understand and confidently use visual techniques to develop their learning.



After school classes are available for exam class pupils who wish to continue to work on their themes in school and also for pupils at Key Stage 3 from September to Christmas to produce a variety of craft work which will be sold at the annual Christmas Craft Fair.

Key Stage 3

Pupils develop practical and intellectual abilities and learn to appreciate the relationship between their work and that of artists, designers and craft workers in their own and other cultures. They experience a variety of new skills each year so that by the end of Year 10 all pupils have a 'bank' of techniques they can use should they choose to continue Art & Design to GCSE level. These techniques include drawing, painting, collage, 3D design, ceramics, printmaking, branding or advertising, digital image manipulation, textiles and mixed media.



Sketchbooks used for homework are of great importance to develop skills independently and the use of ICT is encouraged, both for information gathering and for design purposes.

Collaborative units of work have been built into KS3 schemes of work to meet the requirements of the N.I. Revised Curriculum. Success and effort are recognized and rewarded.

Key Stage 4

At GCSE level pupils work using a variety of media and materials to produce outcomes in two and three dimensions. Pupils are free to select individual themes which reflect their interests and strengths. The theme for the exam unit is selected by EDEXCEL however students still work to their strengths. Students are given group and individual tuition and guidance for both their coursework and examination work. Use of a wide range of media is promoted and students are encouraged to explore their own ideas and interests.





Students undertaking GCSE Art and Design must fulfill the following requirements:

Component 1:

Controlled Assessment – 60% Pupils work on a Personal theme

Component 2:

Externally Set Assignment – 40% Stimulus paper is set by EDEXCEL



Key Stage 5

Pupils may continue to study Art & Design to AS and A Level, the EDEXCEL course builds on the art, craft and design experiences offered at GCSE level. At AS and A2, candidates are stimulated and challenged, giving them the opportunity to further develop their skills, individual style and ability to work independently.

In Year 13 and 14, students work closely with teachers in developing their ideas, working to a deadline and taking responsibility for planning their own work. All students are encouraged to produce work which covers a range of media, is personal, aesthetically pleasing and shows a high degree of skill.



There are 2 components:-

Component 1: Personal Investigation – this consists of practical work incorporating a Personal Study essay of between 1000 – 3000 words – 60%

Component 2: Externally Set Assignment – 40% - stimulus paper is set by EDEXCEL

Benefits to Students Studying Art and Design are it helps develop key transferable skills and qualities which are highly sought after by employers. These include creativity, problem-solving, resilience, imagination, empathy and innovation. It also promotes:

Higher order thinking skills such as researching, analysing and reflecting are fundamental to this qualification. It provides students with opportunities to develop key skills needed for the world of work.

Career Possibilities

Studying this subject can lead to careers in a wide range of professions such as - Graphic Design, Architecture, Interior Design, Advertising and Illustration, Photography, Product Design, Fashion Design, Conservation, Theatre and set design, Art Therapy, Education, Film and Media studies or Retail Management.

