

Examination Board: CCEA

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## Overview

Art and Design offers a unique experience at GCSE allowing students to take on a refreshing and enjoyable course of study. The creative industries are thriving in Northern Ireland at present and continue to grow. There are many career opportunities within the realms of Art and Design. The subject also develops a wide range of transferable skills that are desirable in a range of workplaces. Creativity is one of the top attributes that employers look for.

### Why study Art and Design?

Core Knowledge and understanding

You will explore and develop understanding of:

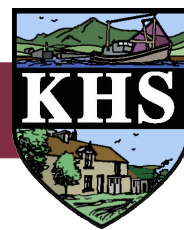
- How artists, craftspeople or designers, contemporary and historical and from a range of periods, societies and culture approach their work
- How to communicate meanings, ideas and intentions in your artwork; and
- The creative and cultural industries.

### Core Skills

You will:

- Develop your ideas through investigating images and artists;
- Learn how to use different media, materials, techniques, processes and technologies to create art and design;
- Refine your work through experimentation; and
- Organise your work as it progresses and use specialist art vocabulary.

Unit	Content	Assessment
<b>Component 1</b> <b>Part A:</b> <b>Exploratory</b> <b>Portfolio</b>	<p>You will experiment in some of the following disciplines:</p> <p>Fine Art–Drawing and Painting/Fine Art–Sculpture/Fine Art–Printmaking/ Textiles/Ceramics/Graphic Design/ Photography/Moving Image or Animation/Digital Media/3D Design</p> <p>You must explore at least two disciplines.</p> <p>You will explore the processes and contexts of practitioners.</p> <p>Throughout Part A you will learn how to use the formal visual elements of Art and Design, including: Colour/ Line/Shape/Form/Texture/Tone/ Pattern.</p>	<p>Controlled Assessment (Part A &amp; B)</p> <p>Portfolio of Experimental Work                      Teacher assessed, moderated by CCEA 50 Marks (25% of overall grade)</p>



Unit	Content	Assessment
<p><b>Component 1 Part B: Investigating the Creative and Cultural Industries</b></p>	<p>You will complete one practical task, set by your teacher. You will build on the knowledge and skills gained in Part A.</p> <p>You will learn about the different roles and work practices used in the production of art, craft and design in the creative and cultural industries. This may include practical opportunities, for example workshops, museum visits, gallery visits or collaborating on a project. You will document your research and use drawing to support the development of your work.</p> <p>You will produce an outcome.</p>	<p>Personal Outcome or Design Solution</p> <p>Teacher assessed, moderated by CCEA 70 Marks (35% of Overall Grade)</p> <p>(Component 1, Part A and Part B = 60% of Overall Grade)</p>
<p><b>Component 2 Externally Set Assignment</b></p>	<p>You will complete work in response to a stimulus paper CCEA will release in January of Year 12.</p> <p>You will complete at least 20 hours of preparatory work in response to the theme in the paper.</p> <p>You will also produce and complete a final outcome based on your preparatory work within a set period of 10 hours under exam conditions.</p>	<p>Controlled Assessment</p> <p>Preparatory Work &amp; a Final Outcome</p> <p>Teacher assessed, moderated by CCEA 80 Marks (40% of Overall Grade)</p>

## Careers

Animator, Architect, Careers in Art Galleries / Museums, Art Therapist, Display / Window Dresser, Exhibition Designer, Fashion Designer, Fine Artist, Ceramicist, Florist, Furniture Designer, Graphic Designer, Illustrator, Interior Designer, Landscape Designer, Make-Up Artist, Package Designer, Painter & Decorator, Photographer, Costume / Set Designer, Teacher, Advertising, Model Maker, Toy Designer, Shoe Designer, Jewellery Maker, Web Designer, Nursery School / Early Years Teacher, Traditional Crafts Worker, Visual Effects Designer, Textile Designer, Cartoonist, Cinematographer, Film Producer, Apps Designer