

# ART & PHOTOGRAPHY

## INTRODUCTION

Interested in drawing, painting, designing things or thinking creatively? Want to learn how to use a digital camera or maybe even master sculpture, produce a high quality visual or electronic portfolio whilst studying the history of artists, designers, photographers past and present? Keen to learn how to manipulate digital images and use programmes such as Photoshop, create complex 3D outcomes using Techsoft, Laser cutters or even vacuum forming? If the answer is YES, then a GCSE in Art, Craft and Design or Photography may be perfect for you. These highly transferrable skills are prized by employers across a myriad of professions and positions within any company or organisation.



Scan the QR code to watch a video with more information

## THE COURSE

### Component 1: Personal Portfolio

*Externally assessed worth 60% of the qualification.*

Scholars must work within one of the following titles: Art, Craft and Design or Photography and as such you will make your option choice prior to starting the GCSE course. In either case you will create a personal portfolio of work which demonstrates knowledge, understanding and skills over time whilst following an internally themed set. This component allows scholars the opportunity to really develop and explore ideas, research primary and contextual sources and just as importantly experiment with media, materials, techniques and processes. You will present your outcomes through an A3 portfolio if you decide to focus on the Art, Craft and Design option or an E- (electronic) portfolio in the case of the Photography option. It is important to note that both options follow the same theme, process and assessment criteria, will involve highly creative outcomes which can also take on a 3D form. This will afford scholars from either option the chance to use all of the equipment, software and resources currently available within the department.

### Component 2: Externally Set Assignment

*Externally assessed worth 40% of the qualification.*

Scholars must present personal responses to an externally set assignment, set by the awarding exam board. This component allows scholars opportunities to further develop and explore ideas, extend their research around the set theme whilst continuing to experiment with exciting media, materials, techniques and processes. Scholars will also take part in a practical exam towards the end of their Component 2 study – producing a highly effective outcome from their preferred techniques and skills mastered over the two years of the GCSE course.

For more information about the course, please click [here](#).

## NEEDED SKILLS

You will need a deep and thorough understanding of past and present artists, designers and photographers, be able to adapt and build new and innovative approaches to your artwork or photographic outcomes. In either case you will produce 2D, 3D or even digital pieces with a command and mastery of many different skills and techniques whilst creating astonishing works. It is expected that all scholars will experience failure when striving to create highly imaginative outcomes. However, we will record these instances as a journey of progression serving to further increase the marks awarded. We naturally require that all scholars display **resilience** and **independence**.

## THE FUTURE

Armed with current, relevant knowledge and skills across a host of media, techniques, materials and processes – being highly creative and thinking outside of the box means that, irrespective of your chosen career, you are going to present as someone who is highly desirable to any employer. Traditional associated career pathways may include:

- Graphic or Commercial Artist
- Graphic or Product designer
- Art, design or photography curator or broker
- Commercial photographer or videographer
- Artist or creative within advertising

For further information on Art and Photography, please contact Mr Herbert, Head of Art and Design.