

GTS Art and Design

Guide to a Successful Exam.

Coursework: 60% of your final grade

Exam: 40% of your final grade

Your art exam is a practical 10-hour exam, completed unaided under exam conditions in your art room, over a period of approximately two days. You will prepare for the exam over the next few months, researching artists and experimenting with media, techniques, and processes so that you can produce your best work. All your preparation work will count towards your grade.

This booklet is a **guide** and has all the information that you need to complete your work effectively. It contains all the tasks that you need to complete with checklists so that you can cross off your work as you complete it.

Preparation Work Start Date: Week beginning **Jan 4th, 2023**

Preparation time: **Jan – April**

Half Term: **Friday 13th - Mon 20th February 2023**

Exam Days

11A	Tues 25th April (Wk. B)	Weds 26th April (Wk. B)
11B	Thurs 27 th April (Wk. B)	Friday 28th April (Wk. B)
11C	Friday 21 st April (Wk. B)	Monday 24 th April (Wk. A)

Deadline for all preparation work: You will not be able to do anymore to your preparation work once the exam has started. Your preparation will be handed in to your teacher after the first day to be securely stored until you need it again.

STAGE ONE

INVESTIGATE THEME & ARTIST RESEARCH

Week beginning Jan 4th

<ul style="list-style-type: none"> • Select a question/starting point from the exam paper. I will go through the paper with you. 		
1.	Make a mind map of possible ideas for the theme you have chosen. Start off by gathering as much information around the theme as you can. Create a MOOD board by collecting images, colours, textures, words etc.	
2.	Artist Research 1 – Complete a minimum of one double page on an appropriate artist. Include: <ul style="list-style-type: none"> ➤ Background and title ➤ Relevant biographical information ➤ Analysis of artist's work ➤ Why you have chosen to research this artist ➤ Studies and clear images of their work 	
3.	Artist Research 2 – Complete a minimum of one double page on a second appropriate artist. Include: <ul style="list-style-type: none"> ▪ Background and title ▪ Relevant biographical information ▪ Analysis of artist's work ▪ Why you have chosen to research this artist ▪ Studies and clear images of their work 	
4.	Mount up all artist research onto paper/into sketchbooks	
<ul style="list-style-type: none"> • For a 6–7 grade, complete at least one more piece of artist research using the method described above • For an 7–9 grade, complete at least two more pieces of artist research using the method described above 		
Stage One Homework <ul style="list-style-type: none"> • Purchase sketchbook (optional) • Bring in images/info on chosen artists as necessary • Complete at least one study for artist 1 using any media (1.5 hours) • Complete at least one study for artist 2 using any media (1.5 hours) • Complete outstanding artist research pages in sketchbooks (2 hours min) 		<div></div> <div></div> <div></div> <div></div> <div></div> <div></div>

STAGE TWO - RECORDING OBSERVATIONS

Week beginning: **23rd January**

5.	Collect a range of primary sources, images based on your chosen starting point, for example, if you are looking at natural forms, you can also draw from actual objects (still life). Also take photographs or collect internet images (note the source of your image).	
<ul style="list-style-type: none"> • For a 6 –7 grade you should collect images based on a minimum of two different starting points. • For a 7– 9 grade you should collect a range of images based on a multiple starting point. 		
6.	Produce studies based on your resources that you have collected. Use appropriate media, but also media that you are confident using. Images may be mixed media Possible media/processes include: <ul style="list-style-type: none"> ➢ Pencil – different grades – tonal study/mark making ➢ Paint – acrylic/watercolour – washes/impasto/tonal ➢ Pen – biro/fine liner/gel pen / nib pen and Indian ink ➢ Coloured pencils – using different coloured papers ➢ Collage – ripped papers/photomontage ➢ Inks – Brusho dyes and drawing inks ➢ Pastel/oil pastel ➢ Photography – working on photocopies/original photographs ➢ Relief – cardboard – working with layers and textures ➢ ICT – drawing programmes/Photoshop effects. 	
<ul style="list-style-type: none"> • For a 6 –7 grade you should ensure that your drawing is consistent to highly developed using the formal elements of art. • For a 7– 9 grade you should ensure that your drawing is highly developed to exceptional using the formal elements of art. 		
7.	Mount up all observations onto paper/into sketchbooks	
Stage Two Homework		
<ul style="list-style-type: none"> • Collect images/take photographs related to your chosen starting points(s) • Choose one of your images and develop it as a tonal image (pencil or fine liner). • Choose one of your images and develop it in colour using any media. • Choose one of your images and develop it in mixed media. • Choose a section of one of your images and develop it in three different media or using three different processes. 		

STAGE THREE - DEVELOPMENT OF IDEAS

Week beginning **27th February**

8.	INITIAL IDEAS: Make a mind map of possible ways to develop ideas from your starting point. From your mind map do some quick sketches of possible ideas. Consider: <ul style="list-style-type: none"> ➤ Scale and surface ➤ Media/processes: eg pencils, pens, mixed-media, printing, painting ➤ How work links with artists studied ➤ Abstract/realistic ➤ Textured / Relief / 3D 	
9.	Developing Idea 1 – Take your favourite idea/s and develop it further as you work towards an outcome. Development pages/sheets must include: <ul style="list-style-type: none"> ➤ Title ➤ Rough design/thumbnailed sketches ➤ Annotations ➤ Artist link ➤ Colour studies, media tests 	
10.	Developing Idea 2 – Take another idea and develop it further as you work towards a final outcome. Development pages/sheets must include: <ul style="list-style-type: none"> ➤ Title ➤ Rough design/thumbnailed sketches ➤ Annotations ➤ Artist link ➤ Colour studies, media tests 	
<ul style="list-style-type: none"> • For a 6–7 grade you develop three ideas using the format described above. • For a 7–9 grade you develop four ideas using the format described above. 		
11.	FINAL IDEA – take your favourite idea from the stages above and develop even further using appropriate media and processes. Part of this further development could be the production of a practice piece where you test media prior to the exam.	
12.	Mount up all development work onto boards/into sketchbooks	

Stage Three Homework

Continue with work for Development 1 (2 hours)	
Continue with work for Development 2 (2 hours)	
Continue with work for Further Developments (2 hours)	

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STAGE FOUR - FINAL OUTCOME

13.

Using all the preparation work you have done, complete a final piece idea under exam conditions.
 Make sure that you know when your exam times are and arrive with all your prep work and appropriate materials.
 If you need any photocopying or specialist materials, you must let your teacher know the week before the exam.

GOOD LUCK!

NOTE: At the end of the 10hrs all work will remain with your art teacher.

Stage Four Homework

Complete any outstanding work from Stage 1


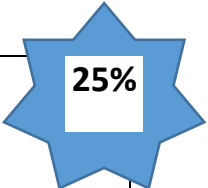


Complete any outstanding work from Stage 2

Complete any outstanding work from Stage 3

EVALUATION: As there will be no time to write an evaluation at the end of your exam, make evaluation notes during each stage of your planning.

GCSE ART & DESIGN Exam Marking

**There MUST be evidence of all
ASSESSMENT objectives.**

 25%	AO1 RESEARCH INVESTIGATE ANALYSE ARTISTS DEVELOP IDEAS	AO2 EXPERIMENT REFINE TECHNIQUES EXPLORATION of MATERIALS PROCESSES	 25%
 25%	AO3 RECORDING DRAWING PAINTING PHOTOGRAPHY ANNOTATION	AO4 Final Piece/s 10HRS	 25%

Each ASSESSMENT objective is out of 24

Total = 96