The Basics of GCSE Art & Design

Art and design covers a great deal

Media to Explore

Dry

Pencil, charcoal, graphite, conte, crayon, pastel, chalk

Wet

Watercolour, acrylic, oil paint, gouache, printing ink, drawing ink, fibre pens, brush pens.

Impasto

Wax encaustic, acrylic bodied media, quilling,

Advanced techniques

Printmaking, Etching, Sgraffito, pointillism

3D

Clay, Wire sculpture, Modroc, Soap Carving, Relief sculpture, Kinetic art, Cardboard sculpture, Environmental sculpture

Digital

Photoshop Sketch up Procreate Photopea

Installation

Site-specific, Conceptual, Sound Art, Light Art

Techniques to Explore

The Basics of Drawing
Types of Art Painting
Art in Mixed Media

Vocabulary

As well as all of the technical language contained on this page, you will need to understand the following terminology.

Tone, Space, Shape,

Tone, Space, Shape, Form, Texture, Perspective, 2D, 3D, Mixed Media, Transcription, Response, Evaluation, Analysing

Presenting Work

Presenting work is an essential element in the development of Art and Design GCSE work; It is where you show your very best work, where you develop a theme and an identity through your practical and written explorations. It is also how you guide the viewer through your ideas and concepts. Here is a link to an excellent example of the presented work.

Link to Example Project

Surfaces

A4, A3 etc.

Sketching paper
News print
Watercolour paper
Tissue paper
Canvas
Photographic paper
Fabric/ textiles
Wood
Cardboard
Clav

Recommended

Set of drawing pencils

Equipment

Drawing pens /

Set of watercolour

Set of acrylic paints

compasses etc.)

Geometry set (rulers.

Art pads - cartridge in

6B to 6H

fineliners

paints

Ceramic Ready-made objects

Art in the Real World

Artists can find employment in various exciting fulfilling settings, click the links to explore.

https://www.artsjobs.org.uk/ https://www.monster.com/caree r-advice/article/arts-jobs-for-dra wing-0517

https://www.artistsweb.com/

Fulfilling Assessment Objectives
The GCSE course is split into 4 assessment objectives, each need to be successfully completed to be able to pass the course. They are AO1 - Developing ideas through investigation (looking at the work of other artists and investigating their work in relation to your own), AO2 - Refining work by investigating ideas (using a variety of media to complete pieces in various styles), AO3 - Recording ideas, observations and insights (Drawing from observation and taking photographs, as well as annotating work) and AO4 - Present a personal and meaningful response (Producing a final outcome which links explicitly to the project).

Using IT

6 Artists Who Use IT in Their Work Al and Machine Learning in Art & Design
Digital Art and the V&A

Great Artists

Every time you start a new topic in art it is essential to explore what has gone before. By researching artists and art movements you will gain invaluable inspiration and direction in your work. There are too many great artists to mention here but this is a list of some of the all-time greats plus some notable contemporary artists;

Leonardo da Vinci Michelangelo Rembrandt Vermeer **Claud Monet George Seurat Vincent Van Gogh Paul Cezanne** Hilma Af Klint Pablo Picasso Georgia O'Keeffe **Ben Nicholson Barbara Hepworth** Frida Kahlo **David Hockney Audrey Kawazaki** Maggi Hambling **Stephen Wiltshire** Jackson Pollock **Andy Warhol Chuck Close Banksy Kehinde Wiley**