Art and Design

IGCSE Art and Design

Y10 & Y11

Subject: Art and Design

Course Title: Cambridge IGCSE Art and Design

Careers stemming from a foundation of Art and Design:

- Architecture
- Interior Design
- Product and Applied Design
- Industrial Design
- Communication Arts
- Animation
- Electronic Arts
- Fine Art and Art History (Academics)
- Fine Art Practitioner
- Curatorial Studies
- Film Industry
- Electronic and Tradition Publishing
- Medicine (Enhancing Observation and Problem-Solving skills)
- Science (Enhancing Observation and Problem-Solving skills)
- Engineering (Enhancing Visualizing, Observation, Analysis)

Why study this subject: The IGCSE Art and Design is accepted by universities, art colleges and employers as evidence of experiences and skills in developing and producing a range of artifacts and designs showing visual knowledge and understanding along with critical and cultural awareness.

Art and Design complements literary, mathematical, scientific and factual subjects. It is especially concerned with the development of visual perception, problem solving, and aesthetics. The subject encourages visual communication and is a means of expressing ideas and feelings.

Successful Art and Design candidates gain lifelong skills, including:

• Confidence and enthusiasm as they develop technical skills in two and three-dimensional form and composition

• The ability to identify and solve problems in visual and tactile forms

• How to develop ideas from initial attempts to final solutions

Aims of this subject: Cambridge IGCSE Art and Design is a two-year course for examination at age 16+

It encourages candidates to develop:

- an ability to record from direct observation and personal experience;
- an ability to identify and solve problems in visual and/or other forms;
- creativity, visual awareness, critical and cultural understanding;
- an imaginative, creative and personal response;
- confidence, enthusiasm and a sense of achievement in the practice of Art and Design;
- growing independence in the refinement and development of ideas and personal outcomes;
- engagement and experimentation with a range of media, materials and techniques, including new media where appropriate;
- experience of working in relevant frameworks and exploration of manipulative skills necessary to form, compose and communicate in two and/or three dimensions;
- knowledge of a working vocabulary relevant to the subject and an interest in, and a critical awareness of, other practitioners, environments and cultures;
- investigative, analytical, experimental, interpretative, practical, technical and expressive skills which aid effective and independent learning.

Assessment at a glance:

AO1 - Record - Record ideas, observations and insights relevant to intentions as work progresses - Weighting 25%

AO2 - Explore - Explore and select appropriate resources, media, materials, techniques and processes - Weighting 25%

AO3 - Develop - Develop ideas through investigation, demonstrating critical understanding - Weighting 25%

AO4 - Present - Present a personal and coherent response that realises intentions and demonstrates an understanding of visual language - Weighting 25%

Curriculum content:

Painting and related media: Candidates should be encouraged to develop both their knowledge and skills in a broad range of media, processes and techniques. They should demonstrate a personal response through painting and related media; they should demonstrate working to a theme, starter point or brief and show the ability to consider artistic constraints and problems. Candidates should consider traditional, contemporary and emerging techniques and approaches.

Candidates should work in one or more of the following:
Painting; drawing; assemblage/collage; printmaking; media media.

Candidates will need to:

• carry out visual research, using directly observed (first-hand) and secondary sources, record observations,
experiences and ideas in appropriate ways.
• explore and experiment with a wide range of different media (including recycled materials), techniques and
processes.
• carry out in-depth research into artists, designers and cultural influences to inform the development of their
ideas.
• select, review and refine their work throughout the whole process to produce a personal and resolved

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Candidates will need to demonstrate the following skills and techniques:

• the ability to use appropriate materials, including recycled material, and techniques to communicate their
intention effectively • an understanding of form, perspective and scale
• the ability to create images with consideration for space, balance and colour relationships
• effective use of a few appropriate skills such as tonal drawing, pen and ink, pastels, painting, printmaking,
collage
• the ability to respond to a theme or given starting point.

Knowledge and understanding
Candidates will need to demonstrate knowledge and understanding of:

• appropriate materials, processes, technologies and resources
• how painting and related media can be used to communicate ideas and observations
• the importance of social and cultural factors
• relevant painting and related media genres, styles and techniques used by artists, past and present
• the importance of intention, research, realisation and reflection to the artistic process.

Digital photography as a means of recording and image making can be used for gathering and researching ideas but images must be submitted as hard copies.