C		
Su	bject	

Art and

Design

## Art and Design Intent:

Our Exam Board is: OCR

Art is about individual creativity. We aim to help students understand the visual world and communicate their own reaction to it. We will help

them - Analyse and understand Art.

- Think creatively and be able to develop their ideas.
- Develop skills in a range of media so they can communicate their ideas effectively.

## The Big Questions...

The Dig Questions		
Year 12	Year 13	
Portfolio	Portfolio	
<ul> <li>Investigating and Experimenting</li> <li>How do you experiment with an idea? How have other artists done it?</li> <li>How do you experiment with media? How have other artists done it?</li> <li>What skills do I need to realise my intentions? How can I develop them?</li> <li>How do you select elements to develop? Closed and open pathways.</li> <li>How do you work independently? How do you start to generate and use your own ideas?</li> </ul>	<ul> <li>How do you use the skills you have learnt to develop your own independent project?</li> <li>How will my work be assessed and how do I fulfil the Assessment Objectives?</li> <li>How do I refine my ideas and select elements to present a conclusion.</li> </ul> Related Study Externally Set Project	
<ul> <li>Related Study</li> <li>How do you analyse Art and effectively communicate your understanding?</li> <li>Where does Art fit into society?</li> </ul>	<ul> <li>Which starting points will work for you?</li> <li>How do you plan your project?</li> <li>How do you make sure your work shows development and your conclusion realises your intentions?</li> </ul>	
What skills will I develop?	How will I be assessed?	
<ul> <li>Intellectual, imaginative, creative and intuitive capabilities.</li> <li>Investigative, analytical, experimental, practical, technical and expressive skills, aesthetic understanding and critical judgement.</li> <li>Independence of mind in developing, refining and communicating their own ideas, their own intentions and their own personal outcomes.</li> <li>The experience of working with a broad range of media.</li> <li>An understanding of the interrelationships between art, craft and design processes and an awareness of the contexts in which they operate.</li> </ul>	<ul> <li>Coursework 60% <ul> <li>Practical Portfolio with supporting contextual research in which learners are expected to develop a personal response based on the centre-set or learner set theme leading to a finished realisation(s) or outcome(s). This portfolio will consist of a sustained project, theme or course of study.</li> <li>Related Study written and, where appropriate, illustrated component, the related context in which their chosen practical portfolio exists.</li> </ul> </li> <li>Externally Set Task 40% <ul> <li>A paper which includes seven themes is given to students in February. They will have until May to develop a project and then 15 hrs to produce a conclusion.</li> </ul> </li> </ul>	
What great resources can I use?	Three ways that parents/carers can help…	
<b>^</b>		

- Camera
- Photoshop
- <u>https://www.ocr.org.uk/Images/170210-specification-accredited-a-level-gce-art-and-design-h600-h606.pdf</u> exam specification.
- 1. Talk to your child about their work. Ask them to explain what they are doing and why. Being asked to verbalise their ideas will help them bring clarity to their thinking.
- 2. Create space for them to work at home preferably somewhere where they can leave work set up.

https://www.ocr.org.uk/qualifications/as-and-a-level/art-and-design-h200h600-from-2015/assessment/ examples for assessment.

-

3. Visiting galleries and museums is good but even visiting places where they may come across interesting art, design or architecture. Encourage them to take lots of photos and then select the best.