

## Year 9

Whilst in year 9, the programme of study for students primarily focuses on the building of technical skills, e.g. observational tonal drawing, painting and the ability to skilfully record in a range of materials. The broader aim is not only to build skills but to also build student confidence in these areas as success in recording forms the basis of all artwork. We also introduce students to the GCSE assessment objectives and marking criteria so that they are better prepared in understanding what success looks like if they decide to continue into GCSE.

## Year 10 and 11

### GCSE Art and Design – AQA

The study of GCSE Art and Design begins in the last half term of Year 9 and is completed at the end of Year 11.

The course is a mixture of coursework (60% of the awarded grade) and exam (40% of the awarded grade), but all of the study including the exam is practically based. Students are given a starting point with each coursework project that they complete and they must explore a number of key factors to ensure that they are successful against the assessment criteria:

AO1 – artist research and how the student uses that research to inform their own work.

AO2 – idea development and media experimentation in response to their research.

AO3 – practical and written observations, e.g. drawings, annotations, photographs appropriate to their chosen theme.

AO4 – project journey and appropriate final outcome.

Each of these assessment objectives is equally weighted at 25% of the total mark. When students complete the exam project, they follow the exact same process and assessment. The only exception to that process is that the exam board gives students 7 starting points to select from to base their project around and the final outcome is created (without teacher support) within two 5hour sessions sat in exam conditions.

Project themes for coursework vary each year and between teachers but students are always encouraged to explore their own ideas within a theme in order to develop a better enthusiasm and engagement with their work.

#### 2016 results:

A\*-C – 97%

3 levels of progress – 95%

4 levels of progress – 62%

5 levels of progress – 29%

6 levels of progress - 10%

You can find more details by following the links:

[AQA GCSE Art and Design](#)

## Post-16

### A-Level Art and Design – AQA

A-Level Art students at Shelley College are expected to complete the full A-Level rather than sit the AS in year 12 and A-Level in year 13. We feel that completing the two qualifications could disadvantage students and instead have given them the time to develop their skills and knowledge in year 12 before quality assessing the work they would like to take forward into year 13.

If students start the course and know that they do not wish to continue study into year 13, there is the opportunity to sit the AS Level to ensure that are recognised for the time they have spent in year 12. This would be discussed as and when appropriate for each student.

The study of A-Level Art and Design follows the same assessment criteria and aims as the GCSE. It is expected that students develop their skill levels by using the sixth form art studio in 'free time' and a developing a deeper understanding of their own and others art practice via gallery visits.

The course is a mixture of coursework (60% of the awarded grade) and exam (40% of the awarded grade), but the majority of the study including the exam is practically based. Students are required to select their own area of study for their personal investigation (coursework project) and must explore a number of key factors to ensure that they are successful against the assessment criteria:

AO1 – artist research and how the student uses that research to inform their own work.

AO2 – idea development and media experimentation in response to their research.

AO3 – practical and written observations, e.g. drawings, annotations, photographs appropriate to their chosen theme.

AO4 – project journey and appropriate final outcome.

Each of these assessment objectives is equally weighted at 25% of the total mark. When students complete the exam project, they follow the exact same process and assessment. The only exception to that process is that the exam board gives students 8 starting points to select from to base their project around and the final outcome is created (without teacher support) within three 5hour sessions sat in exam conditions.

There is a written requirement, which forms part of the personal investigation (coursework project) in the form of 1000-3000 words. This is primarily image analysis, process analysis, explanations and justifications of students' selection of artists and own development of their work.

#### 2016 results:

A\* - B – 69%

A\* - C – 93%

A\* - E – 100%

Average grade - B

You can find more resources by following the links:

[AQA A-Level Art and Design](#)

#### Departmental staff and roles:

**Mrs C Cheesbrough** – Head of Art

**Mrs C Johnson** – Teacher of Art

**Mrs J Holdsworth** – Teacher of Art (part-time)

**Mrs R Hesmondhalgh** – Teacher of Art (member of the SLT)

**Mrs G Reynolds** – Art technician