GCSE Project Outline (including pointers for ALL 4 Assessment Objectives)

The information below provides all GCSE Art (year 10 and 11) Students with a guide to refer to in order to gain as much insight as possible as to what is required to gain a level '4' or above.

All the guidelines in the world will not be of benefit unless you are willing to put the time in to achieve your deserved level. In other words, time equals quality and creativity (if you tick off all the instructions, but neglect to be thoughtful about your work or rush through it, you will not achieve what you want).

There is always room in Art for 'thinking outside the box', going off on appropriate tangents or routes, being gutsy about your approach, ideas, techniques and materials (as long as you annotate your reasons for your choices). Do not always simply complete the list! Go way beyond it and enjoy!

Going off on **tangents** at any point during the project can be a good thing as it shows your capacity for imagination and **creative thinking** HOWEVER you must make sure that any tangents/avenues you go down relate to and are relevant to your project title and research so far.

Following this guide will help and support you to achieve and progress.

One last thing...... To complete a successful art project is a bit like **telling a story**. You have a **beginning**, **middle and ending** and each section links and influences the next decision.

At least, **ALL** of the following must be presented in an **ORGANISED**, **CLEAR and CREATIVE** sketchbook or folder (appropriate work can be separated e.g. large pieces, models etc.)

AO1 Research and investigation (beginning)

- Produce at least 3 observed drawings (from real life people or objects relevant to your project title) using a
 range of drawing materials e.g. pencil, pen, charcoal prints, oil pastels, chalks, charcoal etc. (you can use
 several different drawing materials on one piece of work if you wish.
- At least 2 **drawings** from **photographs** that your teacher provides. These must be presented alongside the image you are copying from.
- Research and record an artist's Profile (you can cut up the hand-out profile if you prefer) and present in your sketchbook.
- Personal Response (very important).
 How do you feel about the artist's work? Why? Try to be specific in your use of language and use key words where you can.
- Analyse the art works/s you are looking at e.g. subject matter/content, techniques used, materials used etc.
- Find quotes about the art work by the artist (especially if the quote is relevant to the title of the project.
- How might you develop the art work further, given the opportunity and resources?
- Now choose at least **one other artist** relevant to your project title and repeat all the steps above with each artist you chose.
- Produce a mind map showing ALL of your thoughts, imagination and ideas for this project. You can use
 words, descriptions, photos, pictures, materials, colour etc. (like a mood board)
- Take several **high quality photographs** in the style of the artist/s you are focussing on (include high definition detail and close-up photographs). You may wish to ask a friend to dress up and pose for a photoshoot in the style of your chosen artist or travel to similar environments to take similar photographs on the same subject as the artist's work.
- Print out the contact sheet and put a tick next to the best ones add notes saying very briefly why you selected them.
- Print out your **strongest photographs** 2 or 4 to an A4 sheet. You may wish to print out up to 3 different photographs that cover a full A4 sheet each however they need to be high quality.
- Now edit/manipulate each of your photographs to create another set for your sketchbook that shows you
 are able to use editing software creatively and imaginatively. Try to make the editing you do relevant to the
 artists intentions.
- **Gallery visits** to make sketches, take photographs and collect information for your sketchbook are helpful to gain marks or even writing to the artist to ask questions about their work and presenting any correspondence in your sketch books.
- Make at least 2 high quality copies of your photos or several details using materials of your choice.





AO2 Experimenting with different Techniques and Materials (middle) THINK

OUTSIDE THE BOX!

• You must produce a BARE MINIMUM of 4 pieces/samples of work that show your ability and willingness to explore different materials relevant to the artist/s you are focusing on.

This might include:

- 1. Painting techniques and materials (try different consistencies, adding different ingredients to create different textures, watercolour, acrylic, oils, make your own paint using natural dyes)
- 2. Printing techniques and materials (lino printing, mono printing, sponge, stamps etc) Make up your own
- 3. Drawing techniques and materials (pen, pencil, charcoal, oil pastel, chalk etc.
- 4. Collage
- 5. Photo montage
- 6. Decoupage
- 7. Digital Fine Art, design, graphics
- 8. Sculpture, Modelling, any 3 dimensional techniques
- 9. Photography
- 10. Animation
- 11. Film

AND ANY OTHER TECHNIQUES AND MATERIALS THAT ARE RELEVANT TO YOU AND YOUR INTENTIONS

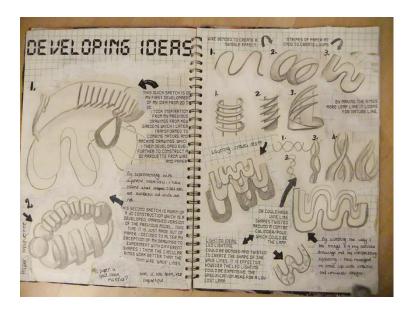
- Now **annotate (make notes)** your choices of materials and techniques and say why you made the decisions to experiment with them. Try to link some of your notes to the artist's work you are looking at.
- Write a short conclusion about what you discovered during the experiments and which materials are successful and unsuccessful.....say why? Try once again to link your notes to the artist's work and your own intentions.



AO3 Developing your ideas (middle)(REMEMBER MOSTLY TO LINK YOUR IDEAS TO AO1 AND AO2)

- Annotation is a MUST in this assessment objective. Notes must show your thinking process and clearly
 describe your ideas and intentions. Try to back these notes up with reasons and links to previous work done
 for this project.
- You MUST **skilfully record your ideas through Drawing**. These can be sketches, drafts, observed etc. As long as your drawings are clear and fit for purpose.
 - Draw/sketch out at least 6 individual ideas for a final piece.
 These can be sketches or rough drawings if it suits what you are trying to communicate and need to include brief notes clearly describing your intentions.
 - 2. Now select between 2 and 4 of your strongest idea/s. Annotate briefly why you think they are the strongest.
 - 3. Try the selected ideas out (or samples of them) using appropriate materials and techniques. Which materials show off your skills to their best?
 - 4. How do your ideas link to your project title?

 How have your ideas been influenced by your research? Include making notes about the influence you have taken from any of the artists you have looked at and how this has changed or influenced any of your ideas.
 - How have your decisions for your final ideas been influenced by AO2 (your experimenting with different techniques and materials)?





AO4 Final Piece (ending)

- Write a statement about what you are trying to achieve through your final piece?
- What are your intentions? How will you achieve these?

You have **10 hours** to produce your **final piece**.

> Prepare ALL the resources you need for your exam before the exam begins

During your 10 hour exam you must hand in your phone before the exam begins
There is no photocopying allowed or use of the printer
Listening to music is not allowed
You are not permitted to leave the room to go to the toilet unless you have a medical note
You are not permitted to speak or ask questions unless it is urgent

You are permitted to leave your seat to use the sink or collect materials

You are permitted to use your sketchbook or any other supporting materials relevant to your art
work intentions