

## **Art and Design**

GCSE subject content  
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### **Knowledge**

GCSE specifications in art and design must require students to know and understand how sources inspire the development of ideas. For example, drawing on:

- the work and approaches of artists, craftspeople or designers from contemporary and/or historical contexts, periods, societies and cultures
- the ways in which meanings, ideas and intentions can be communicated through visual and tactile language, using formal elements, including colour, line, form, tone, texture
- the characteristics, properties and effects of using different media, materials, techniques and processes, and the ways in which they can be used in relation to students' own creative intentions and chosen area(s) of study

### **Skills**

All students engaging with GCSE art and design specifications must demonstrate the ability to:

- develop their ideas through investigations informed by selecting and critically analysing sources
- refine their ideas as work progresses through experimenting with media, materials, techniques and processes
- record their ideas, observations, insights and independent judgements, visually and through written annotation, using appropriate specialist vocabulary, as work progresses
- use visual language critically as appropriate to their own creative intentions and chosen area(s) of study through effective and safe use of media, materials, techniques, processes, technologies, use drawing skills for different needs and purposes, appropriate to the context
- realise personal intentions through the sustained application of the creative process