

# Yr11 GCSE ART

## Art mock exam : November 25th

cswk deadline – feb 10<sup>th</sup> 2023

Students have been planning all Autumn term what they want to do for their mock exam in November. The subject matter for the exam is a development of their own previous work from year 10. The yr 11 mock exam is a practice and dry run for the final externally set exam in 2023, however the work produced will become the major component of their art coursework submission.


The final exam is 10 hours over 2 days however mock exam is 5 hrs over 1 day. Therefore students will be expected to strive to start their mock exam in lessons before the exam date in order to maximise the time and produce a 10 hr ambitious artwork outcome.

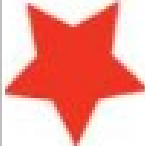
All mock exam preparatory studies will be submitted and carry marks




# AO1

## DEVELOP


 Detailed and in depth mindmap/spider diagram on your theme using text in your own words and images

 Look at the work of Artists/Designers that link with your theme and/or ideas

 Write detailed and quality analysis about the artists ideas and thier work

 Create your own interpretations, studies and responses to the artists work.

 Show how the artists you've looked at have inspired your work.

 Show and explain how your work has developed and how you have based elements of your ideas on artists you have looked at.







# AO2 REFINE



**Explore and experiment with a wide range of media in 2D and/or 3D**

**Work with different media using different techniques, this could include digital art.**

**Experiment with combining techniques and materials together.**

**Annotate your experiments, and then rework your ideas depending on your findings**

**Take creative risks and learn from any mistakes.**

**Try things more than once to show improvement and refining of ideas**

**Refine and review the materials and media you have used and then select the best techniques for your ideas**



# Good examples of A02



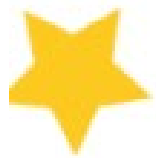
# Good examples of AO2



# AO3 RECORD



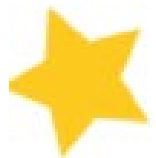
**Try to make sure you are creating first hand observational drawings when possible.**



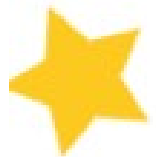
**Take high quality photos and always try to work from your own photographs before using second hand imagery.**



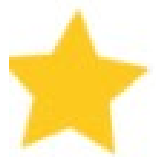
**Include a variety of observational recording techniques.**



**When drawing from second hand images make sure the image is of high quality and not another artists work.**



**Evaluate your work and make notes to explain your ideas and thoughts.**



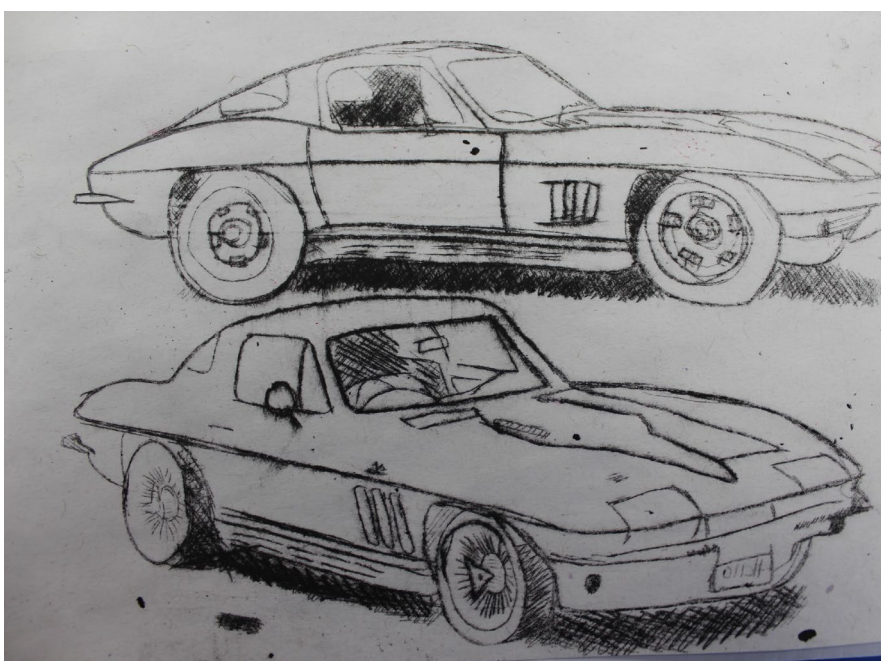
**All your ideas and observations must clearly link with your theme/project.**



# Good examples of A03



# Good examples of A03



**Primary Images**

For my final piece I am going to explore different aspects of eyes for my primary images

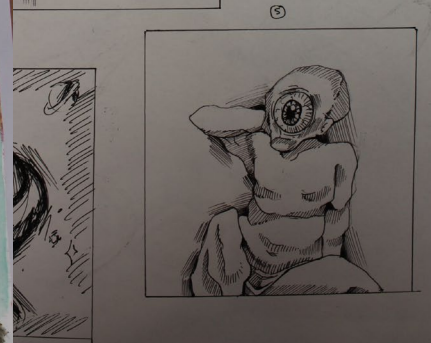
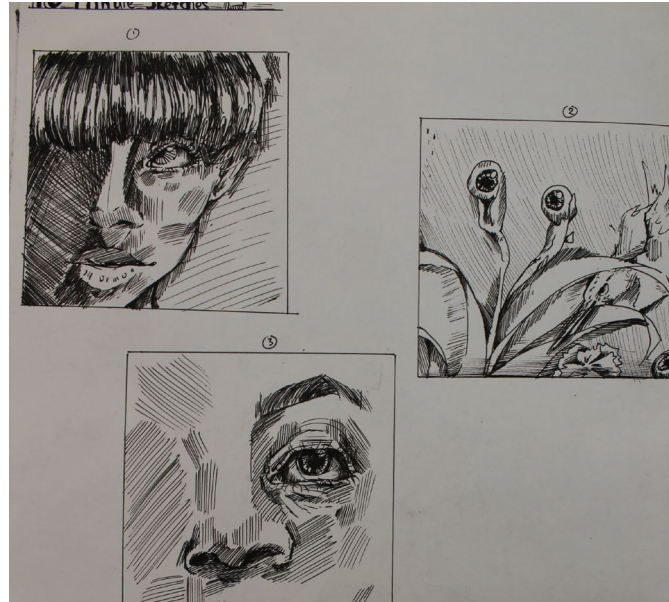
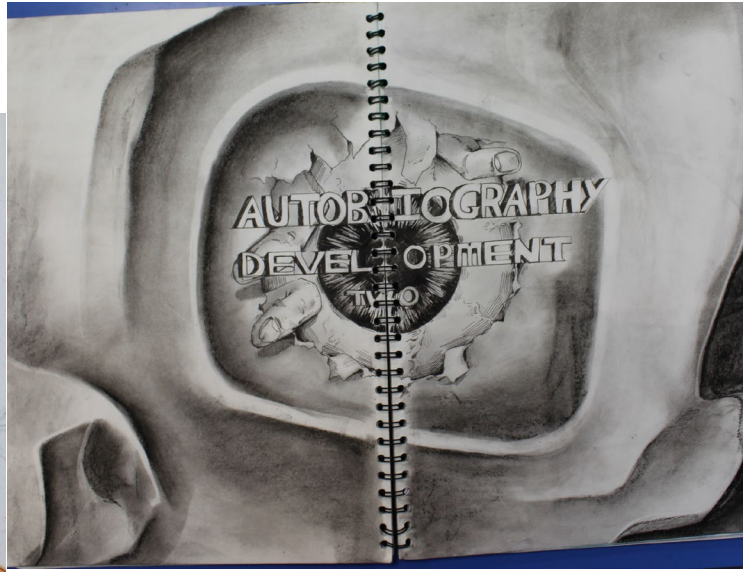
I decided to gather images of my own eyes close up and someone older than me eyes. I will also be looking at the difference between light and dark and how it affects...

Young vs old

the colours and contrasts of the iris and the rest of the eye. for example in the pictures of my eyes there's not the biggest difference in colour in the iris

when it comes to light and dark, but there's a difference in the skin and the detail shown. in the other persons images the whole eye had changed and was lighter or darker.

# Good examples of A03



# A04

## PRESENT



**Make sure you have at least 3 different design ideas before deciding on your final outcome.**

**Plan out and practise your choice of colour, materials media, imagery etc.**

**The final outcome must show strong links to the artists you have looked at.**

**Your Sketchbook/Prep Boards should document and explain how your ideas have developed.**

**The final outcome should bring together your best ideas and show off your STRENGTHS.**

**Consider presentation and how you might display your outcome.**

**Use techniques and media you are confident with and have practised using.**

**Your final outcome should make sense as a 'VISUAL CONCLUSION' to your project.**



# Good examples of A04



# Good examples of A04



*CSWK - Work for submission (all of it, including nov mock exam ) – deadline feb 10<sup>th</sup> 2023*

**One project theme – Autobiography**

**Year 9**

Autobiography - Responding to artists

1. Sketchbook/s
2. Outcomes

**Year 10**

Autobiography

1. Sketchbook/s
2. Outcome (end of yr 10 art exam )

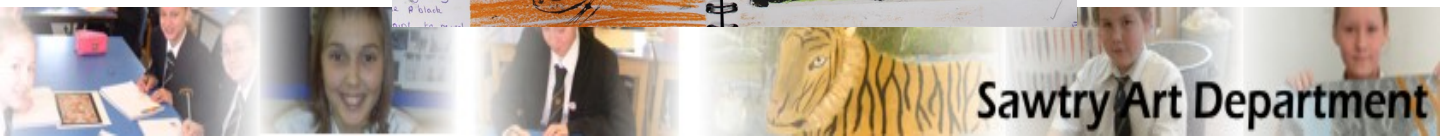
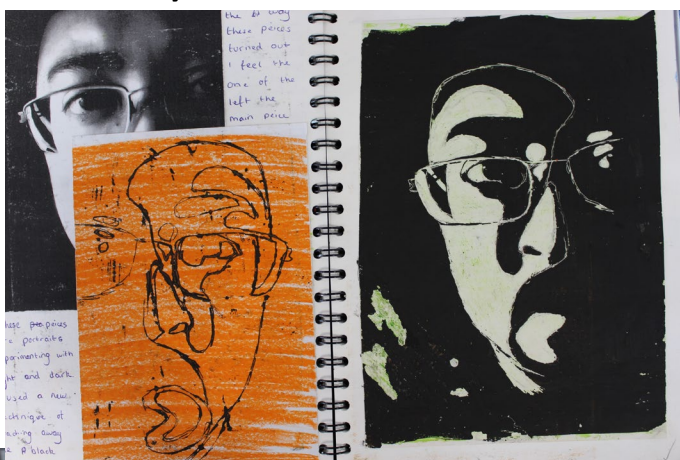
**Year 11**

Autobiography development (November mock exam )

1. Sketchbook/s
2. Outcome

January 2023 – receive eduqas exam paper

May 2023 – externally set art exam



# How can Parents Support?

1. Actively support by encouraging investigating and recording ...

Getting out and about/encouraging sketching and photographing. Visiting museums and galleries

2. monitoring independent work ...

Checking 'things to do list' tasks at back of book are completed (see also FF colour sheets )

Checking sketchbooks are full with no empty pages or incomplete work

Check if sketchbooks are annotated (see colour sheet)

3. Look at guidance sheets for ideas : developing, analysing, discussing, annotating, reviewing, experimenting, refining, recording and presenting.

4. Encourage students to attend art sessions after school Thursday.

5. Some students will have agreed mentoring sessions with teacher in other weekday session 6 or lunchtimes.

6. ensuring all cswk and sketchbooks are handed in for the set deadlines




# improve sketchbooks

Do remember to look for symbols from your teacher in your sketchbook on what you can do to improve your sketchbooks. Here is a reminder of what the symbols are and what they mean:



*Creative Making*

*Creative Making*


If you have a  on your work then you have either incomplete work, work that requires refining or you need to experiment with appropriate materials, techniques and processes.



*Empty Pages*

Click to add text


*Empty Pages*

If you have a  on your work then you have empty pages that need filling. Fill the pages with research/images/studies.



*Artist research and response*


*Artist research and response*

If you have a  on your work then you do not have enough artist research and response. What can you learn from the artist? What features of the artist's work could you be inspired by?



*Annotate*

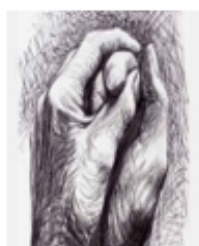
*Annotate*

If you have a  on your work then you have not annotated your pages. Discuss your work and review your successes.

See FF Colour sheets in backs of books for more detail on how to improve sketchbooks



## GUIDE SHEET YR 11

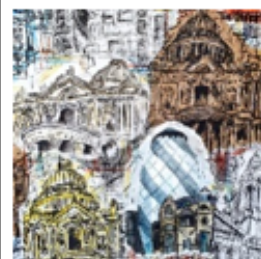
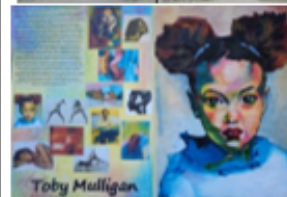
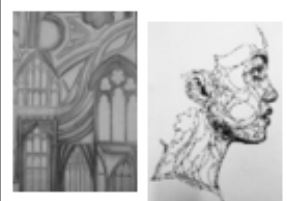


### How to improve your coursework sketchbooks

1. Complete personalised tasks agreed with your teacher
2. Look through sketchbooks and make sure there are no blank pages or unfinished work
3. List the pages to improve/ fill in the 'things to do sheet' in back of book and tick off when complete.
4. React to teachers symbols and use the ff symbols colour sheets for guidance.
5. For new work complete the tasks in the table below and tick off when complete



<u>Tasks</u>	
1. Further double page of secondary images	
2. Further double page of primary images.	
3. A4 drawing in pencil shaded	
4. Double page drawing continuous line	
5. Double page drawing of quick studies/ sketches in pencil/pen on coloured background	
6. Double page of mixed media studies (pen, pencil, charcoal, colour pencil, felt tips, <u>watercolours</u> )	
7. Page of artist copy	
8. Page using collage/ photo montage	
9. 2 drawings of alternative outcomes (ie changes to composition, content, colour, scale etc.)	
10. Page of Evaluation ( <u>successes</u> , ideas, processes, developments and experiments)	





## Useful Links

[www.tate.org.uk](http://www.tate.org.uk)

[www.art2day.co.uk](http://www.art2day.co.uk)

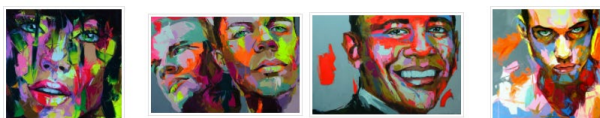
[www.studentartguide.com](http://www.studentartguide.com)

<https://www.bbc.co.uk/bitesize>

[www.edugas.co.uk](http://www.edugas.co.uk)

[www.artcyclopedia.com](http://www.artcyclopedia.com)

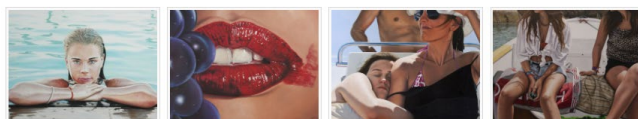
Françoise Nielly



Frank Auerbach



Gustavo Fernandes



Key words: Photorealism - People - Light - Everyday - Photograph - Family - Portrait - Holiday

finally published! **Outstanding High School Sketchbooks**

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## Art Sketchbook Ideas: creative examples to inspire students

261.5K 2.5K Last Updated On February 2, 2022

This article contains a collection of sketchbook pages from art students around the world, including those who study IGCSE / GCSE Art, A Level Art, VCE Studio Arts, NCEA Level 3 Scholarship, and IB Visual Art. Many of the sketchbook pages shown below are from projects that achieved full marks. These examples illustrate the wide range of possible approaches to sketchbook content, annotation, and page layout.

You may be interested in our new book: **Outstanding High School Sketchbooks**. This book has high-resolution images so that fine details and annotation are clear, making it an excellent resource for students and schools. [Learn more!](#)

### Examples of great art sketchbooks

This sketchbook page collection features work from students who specialize predominantly in drawing, painting, mixed media, and Fine Art. The examples cover a wide range of presentation techniques and layout styles. It is worth remembering that these represent only a fraction of what is possible.



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**GCSE**

### Experimenting with materials and techniques

Artists and designers use a variety of materials and techniques for different purposes and to create different effects.

Part of [Art and Design](#) | [Creative process](#)

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#### Why experiment?

Understanding the properties of different materials and how they might be used can help you make effective choices in art and design work.

Be open-minded when experimenting. Don't be afraid to try things. Even if something is unsuccessful, you will have shown that you have tried and learned valuable lessons.

Choice of materials and technique will affect the style of your work. Try different materials to find out which you enjoy working with, and which produce effects you are interested in.

**Where to start**

If you are already confident with some materials, try using them in different ways.

If there is a technique you like using with one material, try using a different material in a similar way.

Remember that you can experiment with the materials that form your background or structure. Try using different colours, textures, shapes and forms of background.

Look at the work of artists you find inspiring and find out about how they work. Copying an example of their technique may help.

**More Guides**

- Finding inspiration >
- Responding to stimuli >
- Analytical drawing >
- Developing ideas >
- Creating a design brief >
- Experimenting with materials and techniques**
- Recording and observing >
- Annotating your work >
- Analysing and evaluating >
- Presenting your personal intentions and response >

**Struggling to get your head round revision or exams?**

Our tips from experts and exam survivors will help you through.