

AQA GCSE Art & Design (Fine Art) Unit 2—Externally Set Assignment

- ⇒ The exam project is worth **40%** of your final GCSE grade.
- ⇒ Your work for the exam will be marked according to how well you have shown evidence of the **4 Assessment Objectives within your prep work and your outcome**. You must show a clear **journey and development** throughout your project.
- ⇒ It is really important that you **start in January with a lot of enthusiasm and energy** and **do not waste any time** as the schedule is really limited for this project. So **choose a starting point** that you are **confident and happy** with but also **complex and challenging enough** to keep you engaged and inspired for nearly **4 months!**

Assessment Objectives (worth 25% each)

AO1	Develop ideas through investigations, demonstrating critical understanding of sources.	<ul style="list-style-type: none"> • Mind map / secondary research images • Artist research / drawings of artists work • Written analysis of artists
AO2	Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.	<ul style="list-style-type: none"> • Media experiments • Design ideas • Development of design ideas 'SCAMPER' • Planning- refining- improving ideas
AO3	Record ideas, observations and insights relevant to intentions as work progresses.	<ul style="list-style-type: none"> • Drawings (using any suitable media) • Your own photographs—primary research / digital photo editing • Any further secondary research images • Annotation throughout / your opinions
AO4	Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.	<ul style="list-style-type: none"> • Final outcome which clearly links to artists and shows a successful journey throughout the project

Exam starting points 2023

- ⇒ Objects
- ⇒ The senses
- ⇒ Layers
- ⇒ Flight
- ⇒ Our world
- ⇒ Reflections
- ⇒ Aged

Self-study Tasks

The first 3 self-study tasks are already set on the school website, but please expect to be doing regular additional self-study work in your sketchbooks to keep up to date with your exam project.

1. **Revise**—Responding to stimuli.
[Responding to stimuli - GCSE Art and Design Revision - BBC Bitesize](#)
2. **Photography**—(at least x20 photos taken by you, linked to your chosen starting point).
3. **Artist Analysis**—(LOOK THINK LINK).
- 4.
- 5.
- 6.

Calendar—use this time plan as a checklist to keep you organised and on track

Week	Tasks—Exam preparatory work—these tasks are the minimum, some of you will do more	Tick
2 Jan	-Exam paper to be handed out to students. Class discussion, collaborative mind maps [AO1].	
9 Jan	-Select one starting point, individual mind map, research appropriate imagery for inspiration, research possible artists—named ones on exam paper and suggestions from AAA. [AO1]	
16 Jan	-Research continued [AO1]. -Self study—photography should be completed ASAP [AO3]. -Start exploring ideas through various drawings techniques—aim for a whole double page of drawings to showcase your ability. [AO3]	
23 Jan	-Continue to record initial ideas through various drawings techniques and written annotation [AO3]. -Experiment with media early on [AO2]. -Print and present your own photographs as a double page [AO3].	
30 Jan	-Artist research [AO1] - choose x2 artists at this stage, more can be added later if appropriate. -Self-study—artist analysis for your main artist [AO1]. -More time on drawings to show inspiration and investigation, more time on annotations to record your intentions, thoughts, opinions so far [AO3].	
6 Feb	-Complete x2 artist research pages with in-depth critical study analysis for your main artist, a range of example images by both artists, mini transcriptions that don't take too long, effective and appropriate presentation [AO1].	
-----Half Term Holiday (1 week)-----		
20 Feb	-Initial design ideas / thumbnails / quick sketches [AO2] —give yourself time limits for each sketch. -Link back to where ideas come from – evidence this through clear annotation and images that have inspired/influenced you [AO1/3]. Link designs to artists [AO1].	
27 Feb	-Design ideas [AO2] —select appropriate media to experiment/test out on a section of your design. Be critical about successes/difficulties—do not throw anything away that you believe has failed, instead keep every experiment to show your development and journey. Remember designs do not need to be fully completed in media—you will not have time, but they should be drawn in pencil to a high standard.	
6 March	-Continue to work on a range of design ideas, started in media [AO2]. -Annotate as you go along and include reference images to show where ideas came from [AO3]. -Remember to show how you have been inspired by artists and other sources [AO1].	
13 March	-Design developments SCAMPER / further media experimentation [AO2]. -Adding in further artist links if appropriate [AO1]. -Take a second set of photographs to show development if appropriate [AO2/3], or digitally edit some of your original photos [AO2/3] - ask for support with photoshop if needed!	
20 March	-Further design developments SCAMPER / further media experimentation [AO2]. -Annotation [AO3].	
27 March	-Final outcome(s) planning and experimentation / practise —REFINE / SELECT/ REALISE INTENTIONS [AO2/4]. -Annotation [AO3].	
-----Easter Holiday (2 weeks)-----		
17 April	Final week for exam preparation —final design plan, practise media techniques, you could write a time plan for the 10 hr, ensure all sketchbook pages are complete and you have enough drawing and written annotation throughout. Your sketchbook cannot be added to or changed during the 10hr supervised exam time and must be handed in at the end of the 10hr exam.	

Exam (10hrs)—Tues 25th April & Weds 26th April 2023