

## Art and Design

Cambridge IGCSE Art and Design is accepted by universities, art colleges and employers as evidence of experiences and skills in developing and producing a range of artefacts and designs showing visual knowledge and understanding along with critical and cultural awareness.

Art and Design complements literary, mathematical, scientific and factual subjects. It is especially concerned with the development of visual perception and aesthetics. The subject encourages visual communication and is a means of expressing ideas and feelings.

Successful Art and Design candidates gain lifelong skills, including:

- confidence and enthusiasm as they develop technical skills in two and three dimensional form and composition
- the ability to identify and solve problems in visual and tactile forms
- how to develop ideas from initial attempts to final solutions.

It encourages candidates to develop:

1. an ability to record from direct observation and personal experience;
2. an ability to identify and solve problems in visual and/or other forms;
3. creativity, visual awareness, critical and cultural understanding;
4. an imaginative, creative and personal response;
5. confidence, enthusiasm and a sense of achievement in the practice of Art and Design;
6. growing independence in the refinement and development of ideas and personal outcomes;
7. engagement and experimentation with a range of media, materials and techniques including new media where appropriate;
8. experience of working in relevant frameworks and exploration of manipulative skills necessary to form, compose and communicate in two and/or three dimensions;

9. knowledge of a working vocabulary relevant to the subject and an interest in, and a critical awareness of other practitioners, environments and cultures;
10. investigative, analytical, experimental, interpretative, practical, technical and expressive skills which aid effective and independent learning.

The areas listed below provide a broad framework of Art and Design practice, and indicate an approach which encourages exploration, within either traditional media, new media or a combination of both, providing all assessment objectives are met.

They are expected to:

- identify and research a particular aspect of Art and Design;
- carry out relevant exploration of materials, media and appropriate processes;
- document and evaluate ideas and concepts against aims and objectives as the work proceeds;
- develop these into a cohesive outcome.

### Painting and Related Media

Candidates can submit work in any of the media outlined below for any of the four components.

In response to studies under this heading, candidates are expected to demonstrate skills in either a representational or descriptive manner, or they may be more imaginative and interpretative. In any case, they will evolve through investigation and development by the candidate. They may be based upon a directly observed starting point or subject, or they may be the candidate's personal response to a theme.

Subjects could include:

- landscapes,
- figure studies,
- portraits,
- the natural or man-made environment,
- still-life,
- artefacts,
- abstract notions or feelings,
- personal experiences,

- or visual ideas inspired by literary sources.

Candidates should learn to use a sketchbook to make visual and/or other appropriate researches and develop their ideas. They should also show knowledge of Art and Design from other cultures or history and relate it to their own studies.

### *Painting and Drawing*

Candidates should be encouraged to work from direct observation and to explore the use of tone, colour and composition, materials and context. This can be shown through the use of processes and use of media such as charcoal, pencil, pastels, acrylic, water colour, oil and inks.

### *Graphic Media*

Candidates should be encouraged to demonstrate the communication of visual and/or other meaning through images. Candidates should explore an expressive and personal response in their work.

### *Other Related forms*

Candidates should be encouraged to explore using traditional or new media or a combination of both.

Candidates can also produce work for assessment in any 2D form such as collage or textiles. The use of mixed media or waste materials for collage is acceptable.

### *Graphic Communication*

Candidates can submit work in any of the media outlined below for any of the four components.

Candidates should learn to use appropriate methods, materials and techniques as well as presentational skills. All imagery should be the candidate's original work, although manipulation of secondary sources through various software packages and digital processes is acceptable, as long as it only represents a proportion of the overall work. Candidates should demonstrate the communication of visual meaning through images whilst being mindful of problems and opportunities, as well as working towards appropriate solutions. They should analyse design briefs and tackle practical design

tasks. They should study other examples of design, or the work of designers relative to their chosen field, preferably including some at first hand, and relate this experience to their own endeavors.

### *Graphic Design with lettering*

Candidates should demonstrate their understanding of typography and its relationship to images. Candidates are free to work in any medium, including photography and computer manipulated imagery, providing that the majority of images are from the candidate's primary research.

### *Illustration*

Candidates should demonstrate how the creation of imagery can enhance and allow different interpretations of text. Candidates should produce visual imagery that communicates the role and context of text to a specific audience. The illustrations may be for inclusion in any number of publications such as magazines, books, posters and leaflets.

### *Advertising*

Candidates should have an understanding of how graphic communication can sell a product or service, promote brand images and communicate information through, for example, posters, fliers, logos, corporate identities, symbols or signs.

## **The IGCSE Exam contains two papers**

Paper 1: Observational/Interpretative Assignment (8 hours)

Paper 2: Design Assignment (8 hours)

### **Component 1**

Observational/Interpretative Assignment Total marks = 100 8 hour practical examination assessed by CIE.

Examination piece **plus** up to two sheets (four sides) of supporting studies (maximum size A2). 50% of total marks

### **Component 2**

Design Assignment Total marks = 100 8 hour practical examination assessed by CIE

Examination piece **plus** up to two sheets (four sides) of supporting studies (maximum size A2)      50% of total marks