

HOLCOMBE ART  
DEPARTMENT

**GCSE Art and Design**  
**Photography**

# At Holcombe Grammar School we offer both Fine Art and Photography at GCSE

All students will explore a large range of techniques in photography which will include digital, darkroom and film. Students work in sketchbooks and will develop a range of ideas in a variety of media



# GSCE Art and Design

60% Coursework

40% Externally Set Task

Year 11 coursework

Students will be given opportunities to explore a wide range of materials and processes. All their work will be underpinned by their contextual knowledge and use of sources. The written work needs to demonstrate an exceptional ability to understand the chosen sources.



## GCSE Art and Design - Photography



Photography students will follow the same curriculum as the fine art students. They will explore lighting and camera settings as well as use of darkroom and computer art programmes

Both Fine Art and Photography students have to submit two projects as part of the 60% coursework





## **Areas of study**

Students are required to work in one or more area(s) of Photography, such as those listed below. They may explore overlapping areas and combinations of areas:

portraiture

landscape photography (working from the urban, rural and/or coastal environment)

still life photography (working from objects or from the natural world)

documentary photography, photojournalism

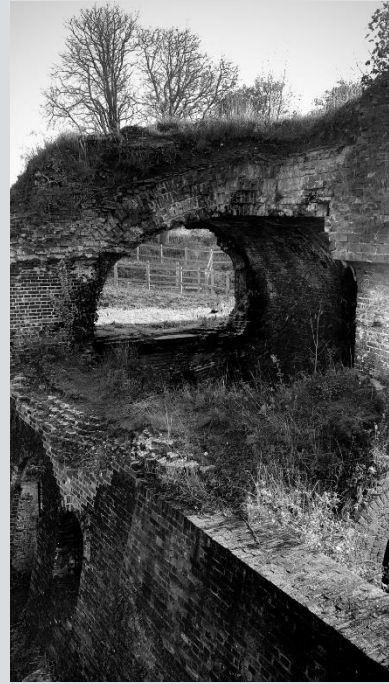
fashion photography

experimental imagery

multimedia

photographic installation

moving image (video, film, animation).



Students can explore a number of pathways including studio photography, landscapes, cityscapes, still life, portraits, fashion, abstract and many more

Year 11 coursework (Component 1)



## Resources

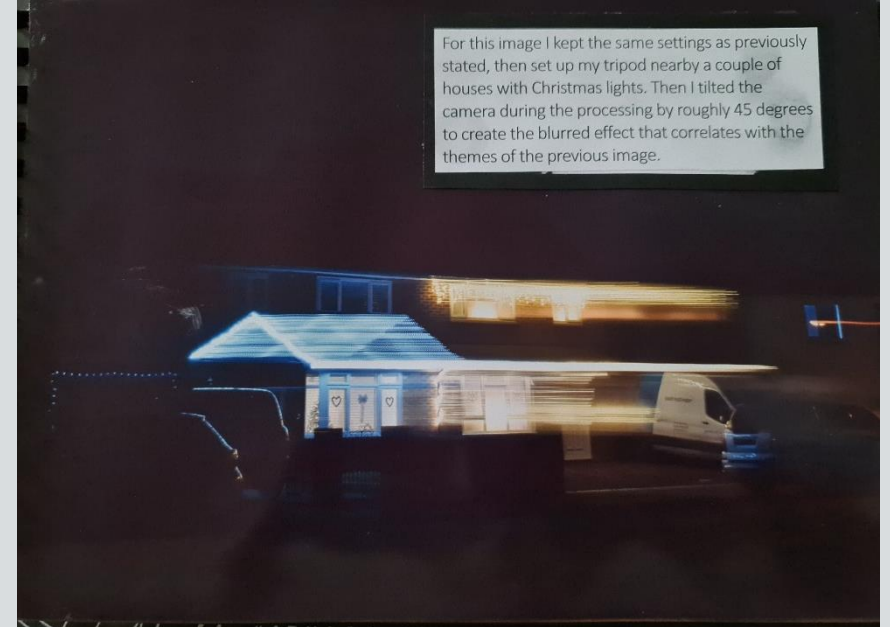
We have a large range of resources available to support our students. Students at GCSE and A-Level make excellent use of these items which include:

Digital SLR cameras and professional quality photography equipment. We are also have a darkroom giving students the opportunities to develop their own images

Computers in both studios, with computer art programs

At the end of each year we have a celebration the achievements of our A-Level and GCSE students in the form of exhibitions, to which parents, friends, colleagues and honoured guests are invited

## GCSE Art and Design AQA



## Sketchbooks

Students keep a sketchbook as a record of their progress, a place to reflect on their learning and as a way of keeping their work safe and ordered.



The Art and Design GCSE course allows students to build on their previous knowledge.

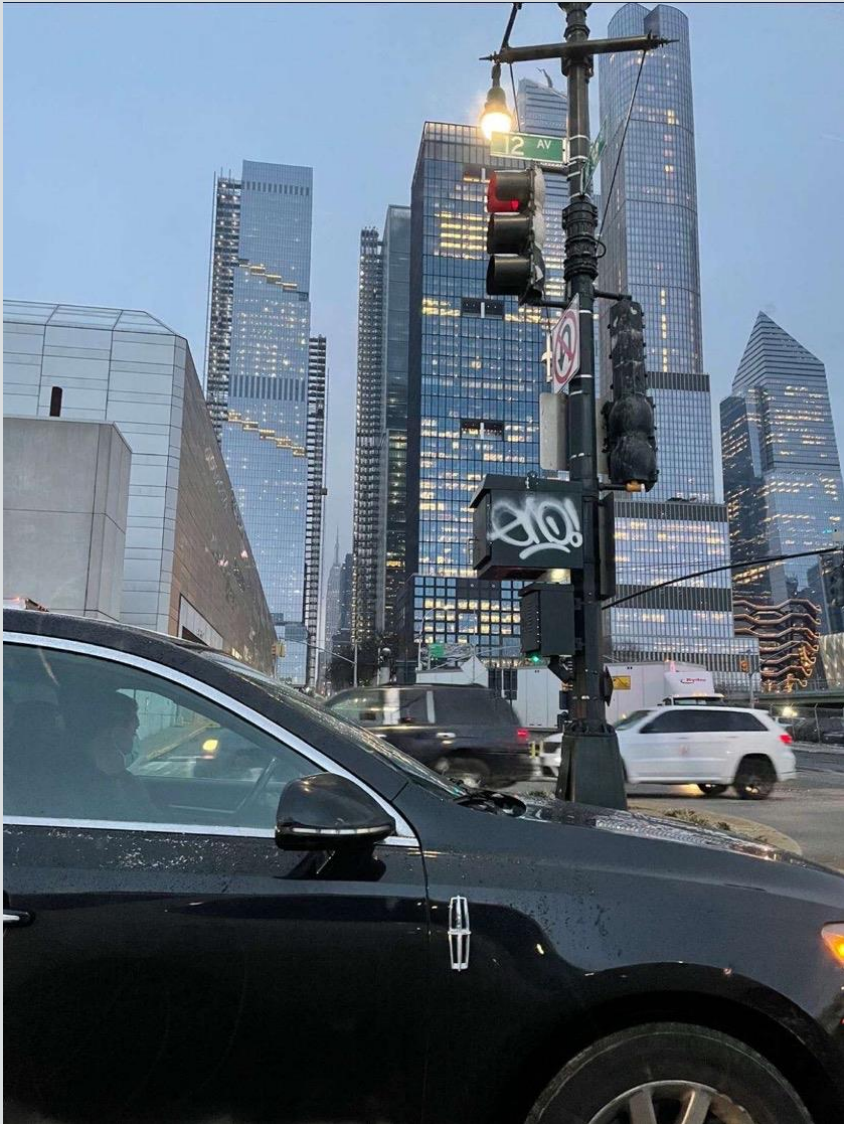
Art and Design GCSE requires students to think about and write about their sources. Students will need to demonstrate an understanding of the source and of the context of the sources. Analysing and making intelligent links with artists, designers and other sources underpins the course.

GCSE students have also been to the London art galleries and museums. This is an opportunity to engage, first hand, with various artworks



Year 11 work





What will I be studying?

Digital image taking, darkroom techniques, collage, photography installation, film and sound

Critical and contextual studies - relating to the work of artists, designers and craft people from a range of times and cultures

# Career Paths in Art and Design

In 2022, the creative industries made a significant contribution (£124.6 billion) to the UK economy. Many roles in these industries require a qualification in art and design published by the Department for Digital, Media, Culture and Sport (DCMS).

The sector accounted for 5.7 per cent of UK gross value added and it has seen a 6 per cent growth since 2019.



# Career paths for students who studied Art and Design at GCSE and at A level



**Sir Jonathan Ive** was Apple's Chief Design Officer, reporting to CEO Tim Cook. Jony is responsible for all design at Apple, including the look and feel of Apple hardware, user interface, packaging, major architectural projects such as Apple Campus 2 and Apple's retail stores, as well as new ideas and future initiatives."

All I've ever wanted to do is design and make," he said, "it's what I love doing – it's great if you can find what you love to do." Sir Jonathan Ive studied Art and Design at A level.







# GAMES Design and Animation

The UK has a history of producing high-quality video games since the 1980s, as programming talent has emerged from the country's cultural and creative strengths in fields from film and TV, fashion and music, to **art and design**.

Susan Anderson, CBI Director for Education & Skills, said:

"Our creative industries have huge growth potential, but the lack of trained people with relevant skills to meet the sector's specialist demands is holding it back.



# Film Makers



Steve McQueen, Oscar winning film director took **A level art** at Ealing, Hammersmith and West London College, then studied art and design at Chelsea College of Arts and then fine art at Goldsmiths College, University of London, where he first became interested in film. As well as winning the Oscar for his film “Twelve years a Slave” McQueen also won the Turner Prize for his short films

Other film makers who went to Art School include:  
Ridley Scott Oscar and BAFTA winner  
Tony Scott  
Sam Taylor Wood  
John Goldschmidt  
Nick Parks – multiple Oscar and Bafta winner  
Asif Kapadia – Oscar winner 2016 BAFTA winner  
Brothers Quay  
Suzie Templeton – Oscar Winner



## Special Effects and Film Production



Communication and graphic design

## Advertising and Branding

Photography



Rankin is a celebrated photographer who is also a founder of several magazines including Dazed and Confused



# Graphic and Motion Design

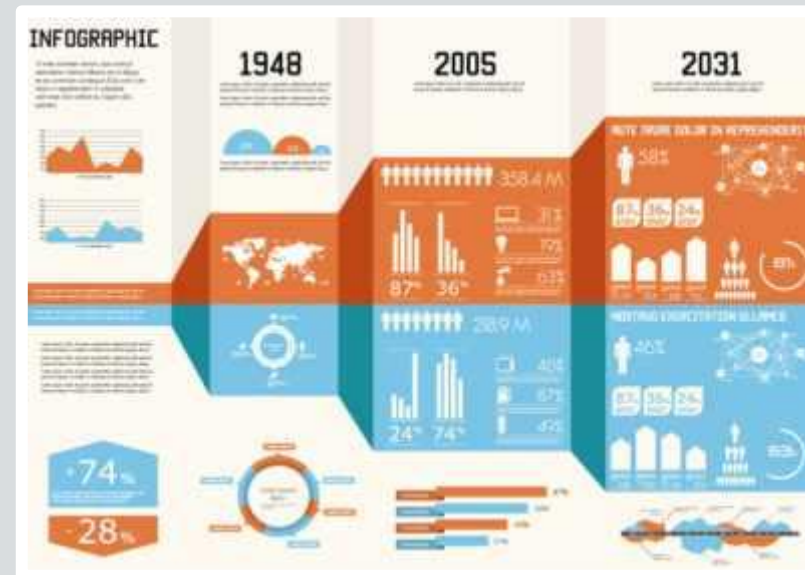
From paper to screen, from digital environments to public spaces. Graphic design explores the core languages of typography, digital, design writing and reading and will have the opportunity to work in illustration, photography, printmaking, letterpress, coding and motion graphics

*Pristine* Dictators  
**falsified** *snuffbox*  
**Offhand** Misogyny  
flagitious **wolfber**  
*Prettyish* affliction

Jonathan Barnbrook Typographer



Jock Kinner and Margaret Calvert.



# Publishing



“When I was 13 or 14 years old, I was looking at French Vogue, amazed by Helmut Newton and Guy Bourdin’s images. I was going crazy. I fell in love with photography really early on and got my first camera when I was 17. Art direction is how I make my living, but photography remains my personal love.” Fabien Baron

Careers include:  
Art Director  
Art Editor  
Creative Director  
Graphic Designer  
Photographer  
Illustrator  
Web Site Designers



Dirk Barnett – creative director