



Art & Design: Graphic Communication

Pearson Edexcel GCSE (Course Code: 1GC0)

Description

GCSE Graphic Communication familiarises students with the theories of Graphic Design, their applications and the visual communication of ideas. Students will learn to use and exploit the elements and principles of design while developing their critical thinking and creative problem-solving skills. They will discuss, collaborate, and make innovative and alluring designs and products for a range of briefs and clients.

Vector and raster-based software applications as well as traditional hands-on making methods such as drawing, printmaking, spray stencilling and paper cutting will be used to explore ideas in both digital and physical forms. Students will become proficient in using a range of media through the creative development of teacher-led and self-interest projects as the course progresses.

In Year 11, the focus during the Michaelmas Term is upon extending, developing and refining work from Years 9 and 10 to complete the Personal Portfolio. The Externally Set Assignment takes place during the Lent Term of Year 11.

Assessment Breakdown

Component 1	Personal Portfolio	<p>The Personal Portfolio is a selection of the best work produced over the duration of the course, usually encompassing 2-3 separate units of work. Students will develop and explore ideas, research primary and contextual sources, experiment with media, techniques and processes and present personal response(s) to internally-set themes and starting points.</p> <p>This component is internally set and assessed, then externally moderated. It is completed by the end of the Michaelmas Term in Year 11.</p>	60%
Component 2	Externally Set Assignment	<p>The Externally Set Assignment represents the culmination of the course as it draws together all the knowledge, understanding and skills developed in Component 1.</p> <p>Students receive a broad-based thematic starting point and spend around 8-10 weeks developing their own ideas and research around this theme, leading towards a final outcome. They are given 10 hours (spread over two to three days) to produce a final outcome under controlled conditions.</p> <p>This component is externally set, internally assessed, then externally moderated. It takes place during the Lent Term of Year 11.</p>	40%



Course Outline

Year	Michaelmas Term	Lent Term	Trinity Term
9	Design Principles Core Skills: record, investigate, analyse, experiment, refine and realise ideas	Food I Core Skills: record, investigate, analyse, experiment, refine and realise ideas	Food II Core Skills: record, investigate, analyse, experiment, refine and realise ideas
10	Identity Core Skills: develop own focus, investigate ideas in depth, refine and develop skills with media, take risks, explore widely	Fragments I Core Skills: develop own focus, investigate ideas in depth, refine and develop skills with media, take risks, explore widely	Fragments II Core Skills: develop own focus, investigate ideas in depth, refine and develop skills with media, take risks, explore widely
11	Personal Portfolio Core Skills: Select and curate, rework and refine, set personal challenges, develop personal voice, produce final outcome(s)	Externally Set Assignment Core Skills: respond to an externally set theme, demonstrate creative thinking, risk-taking and problem solving, develop, explore and communicate own ideas	Externally Set Assignment Produce final outcome under controlled conditions

Additional Information

Opportunities for GCSE Graphic Communication students outside lessons include: visits and workshops with professional designers; field trips to exhibitions in Singapore; Senior Studio CCA; and Saturday Sessions for Year 11 students. The art studios are available at lunchtimes and after school on a drop-in basis, whether for personal projects or finishing coursework. College exhibitions are held regularly and external competitions are published through the Design Society and Student Notices.

We encourage students to join the Art & Design Society, which provides enrichment opportunities to take on real-world creative and design challenges around the College community, project leadership or mentoring roles for younger students.