

IGCSE Arts & Design

Overview

Students who choose to participate in this program will consolidate their knowledge and understanding of arts skills and concepts. Working closely with a mentor, students will develop technical skills in 2-D and 3-D forms of art, enabling them to solve problems in visual and tactile forms (E.g., print making, photography, painting, etc.). This program encourages students to become critical consumers and producers of artwork. Mentors will imbue students with creativity and encourage students to produce personal responses through the stimulation of imagination, conceptual thinking and analytical ability.

Objectives

- Consolidate knowledge of visual arts skills and concepts
- Experiment with a range of visual solutions for communicating intention
- Encourage critical analysis of visual arts as both a producer and a consumer
- Develop an appreciation for the expressive and aesthetic diversity of art in the world

Structure

- Reflect on current knowledge of the Visual Arts and identify strengths and weaknesses
 - Develop a personalised curriculum
- Acquire knowledge and understanding of a range of visual arts techniques and skills
 - Painting and related media, print making, 3D design, photography, graphic communication, textiles and fashion
 - 2-D and 3-D forms of artwork
- Understand the wide range of contexts in which art is ever present
 - Communication of meaning
 - Historical and cultural contexts
- Analyse visual artwork
 - Become critically informed makers and consumers of visual culture
 - Evaluate art from multiple perspectives
- Assessment practice
 - Visual arts project
 - Practice for the externally set assignment
 - Includes tips as to how best to approach it

