



# GCSE Art Option

Exam Board: OCR  
Qualification: Art, Craft and Design (J170)

# GCSE Art

## What Students Say



*"Art is fun, and you learn a lot about colour and how to use it creatively."*

*"GCSE Art lets you explore your creativity, develop new skills, and have fun while learning."*

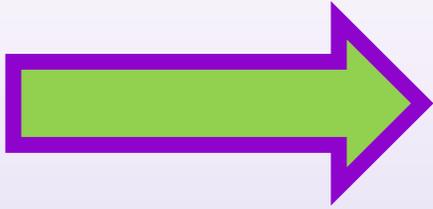
*"I chose Art because I enjoy drawing and painting, and it allows me to try new techniques and ideas."*

*"I like the freedom in GCSE Art. It's different from lessons where you just sit and write, and you get to work independently."*

*"GCSE Art gives you new experiences and helps you improve your skills over time."*

*"Art can be very relaxing and enjoyable, but it's important to keep up with the work you're set."*

*"I chose Art because I enjoy being creative. It's fun, but you need to be willing to do some work at home too."*



### Overview:

Our GCSE in Art and Design helps students develop the knowledge, skills, and understanding needed to express their creativity and imagination through responses to visual and written starting points.

### Year 10 to Christmas of Year 11

#### Component 01

**60% of the overall GCSE grade**

**Portfolio:** Students produce a portfolio (sketchbook) of practical work that demonstrates their personal response to a given starting point. Our starting point is "Food and Drink"

January of Year 11 to Easter

Component 02

**40% of the overall GCSE grade**

**Externally set task:** Students respond to **one of five themes**, each supported by a range of written and visual starting points and artists.

Students produce a body of preparatory work to develop their ideas, which they then respond to during a **ten-hour supervised period under exam conditions.**



# GCSE Specification





# From the OCR GCSE Specification How the work is assessed.

There are four Assessment Objectives in OCR GCSE (9–1) in Art and Design. These are detailed in the table below.

Learners are expected to demonstrate their ability to:

Assessment Objectives	
<b>AO1</b>	Develop ideas through investigations, demonstrating critical understanding of sources.
<b>AO2</b>	Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.
<b>AO3</b>	Record ideas, observations and insights relevant to intentions as work progresses.
<b>AO4</b>	Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.

## AO weightings in OCR's GCSE (9–1) in Art and Design

The relationship between the Assessment Objectives and the components are shown in the following table:

Component	% of GCSE (9–1) Art and Design				
	AO1	AO2	AO3	AO4	Total
Portfolio (01)	15	15	15	15	60
Externally set task (02)	10	10	10	10	40
	25	25	25	25	100



Students' work in Art is assessed using four key areas (Assessment Objectives). Together, these show the journey a student takes from first ideas through to their outcome.

This is about quality over quantity.

### **AO1 Develop - Artist Research and Inspiration**

Students explore the work of artists and designers and show how these have inspired their own ideas. This might include looking at themes, styles, or techniques and explaining how these influences appear in their own artwork.

### **AO2 Refine- Ideas and Medias**

Students experiment with different materials and techniques, trying things out and making choices about what works best. They show how their ideas develop over time by refining and improving their work, and by gaining confidence and skill with the materials they use.

### **AO3 Record - Recording Ideas and Progress**

Students record their ideas and observations as they work. This can include drawings, photographs, written notes, and other evidence that shows how their ideas grow and change during the project.

### **AO4 Present - Final Outcome**

The final outcome shows a personal response to the project. This is not just about producing one finished piece, but about bringing together everything the student has learned and developed along the way.

Good final outcomes clearly reflect the research, experimentation, and recording that came before, showing a complete and thoughtful creative journey.

[GCSE](#) [OCR](#)

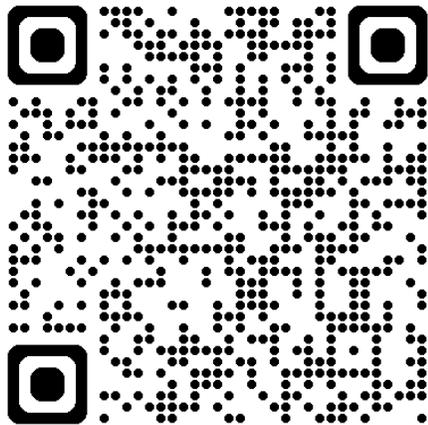
## Assessment objectives and presenting your work - OCR

### Assessment objectives

To effectively present your project you need to show how you have developed ideas, refined your work, recorded your process and created a personal and meaningful response.



Part of [Art and Design](#) | [Portfolio and External Assessment](#)



[Assessment objectives - Assessment objectives and presenting your work - OCR - GCSE Art and Design Revision - OCR - BBC Bitesize](#)

# Art and Design - OCR

Easy-to-understand homework and revision materials for your GCSE Art and Design OCR '9-1' studies and exams

Part of Art and Design

[+ Add subject to My Bitesize](#)



## Techniques and Materials



Drawing



Painting



Photography



Printmaking - OCR



[GCSE Art and Design - OCR - BBC Bitesize](#)



Students will gain knowledge and experience in a wide range of art skills, including drawing and painting using pencil, pen, charcoal, acrylic paint, watercolour, and ink. They will also explore ceramics, sculpture, and screen-printing techniques.

During Year 10, lessons are teacher-led and focus on building skills and developing confidence. Once students have gained these core skills, they begin to work more independently, focusing on the materials and techniques they work best with.

The course is entirely practical and is best suited to students who have a strong interest in Art. It is fast-paced and requires students to complete **approximately two hours of home learning per week** in order to keep up with course requirements.

If work is missed due to absence, or if home learning is not completed, the Art department offers **after-school Art Club sessions** to support students in catching up.

Year 10 to Christmas of Year 11 Component 01

60% of the overall GCSE grade

**Portfolio:** Students produce a portfolio

(sketchbook) of practical work that demonstrates their personal response to a given starting point.

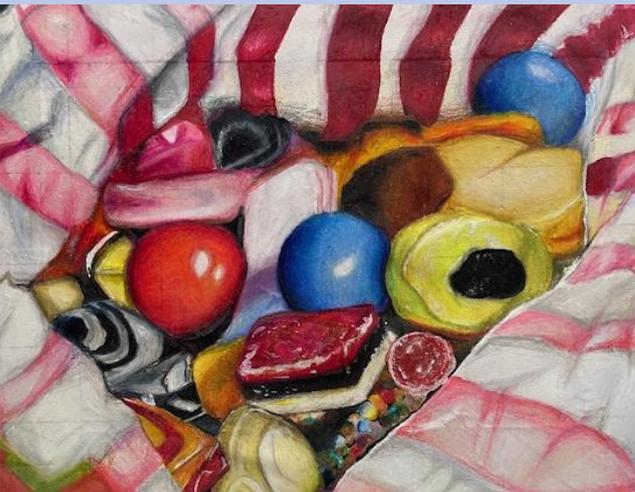
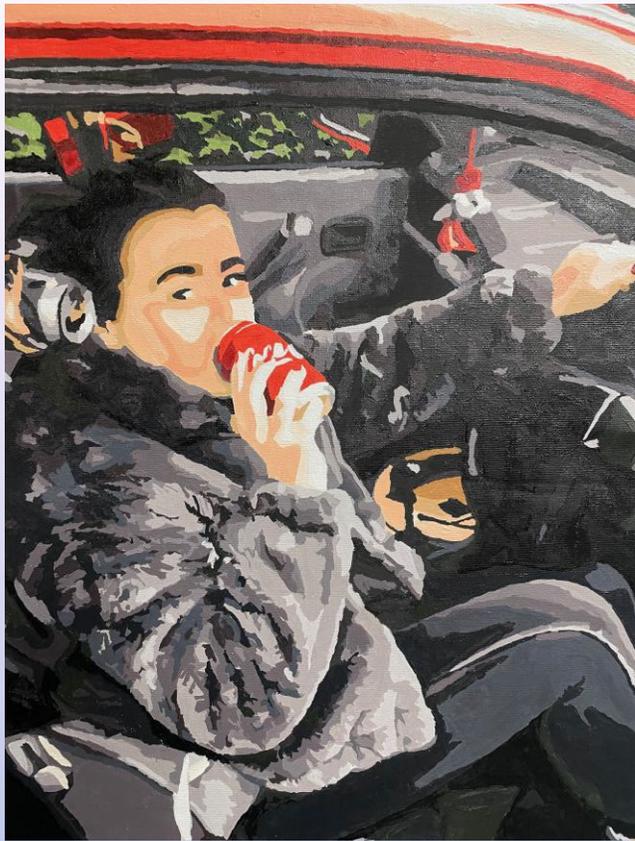
Our starting point is "Food and Drink"

# Examples

# Drawing and Painting









# Screen Printing



# Ceramics



January of Year 11 to Easter Component 02

40% of the overall GCSE grade

Externally set task: Students respond to one of five themes, each supported by a range of written and visual starting points and artists.

Students produce a body of preparatory work to develop their ideas, which they then respond to during a ten-hour supervised period under exam conditions.

Current Paper

To be given to teachers and candidates  
on or after 2 January 2026

GCSE (9–1) in Art and Design

J170/02–J176/02 Externally set task

June 2026

Time allowed: 10 hours



**INSTRUCTIONS**

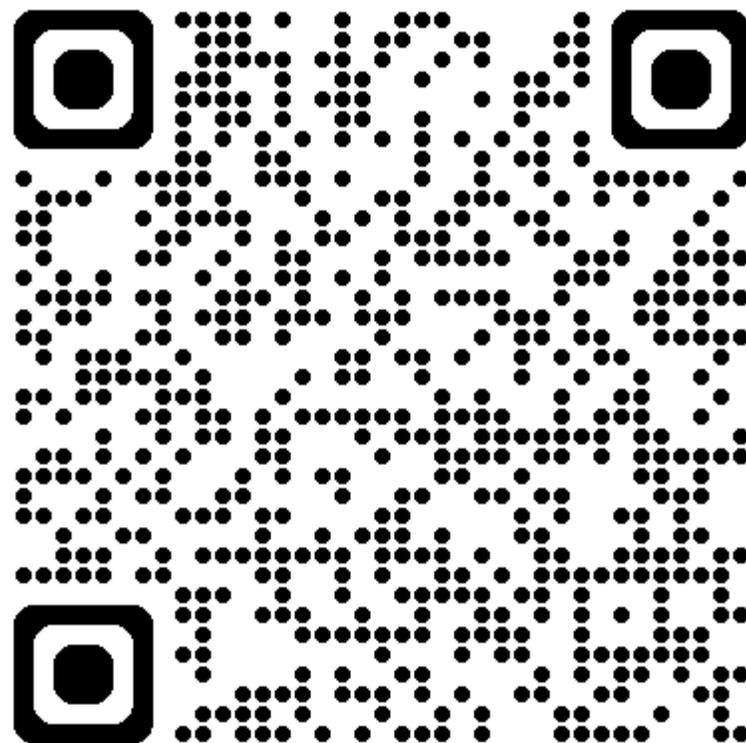
- Choose one theme.
- From your theme, choose one starting point.
- You must demonstrate your ability to refine your ideas and produce artefact(s)/ product(s)/personal outcome(s) that relate(s) to your preparatory work.

**Candidates taking Art, Craft and Design (J176)**

- In your preparatory work you can choose to show evidence of more than one title.
- Your artefact(s)/product(s)/personal outcome(s) can focus on one or more titles. Those titles must be included in your preparatory work.

**INFORMATION**

- The total mark is 80.
- The marks for each question are shown in brackets [ ]
- You will have time to plan and prepare your work before the ten hours of supervised time.
- This document has 16 pages.



[GCSE](#) [OCR](#)

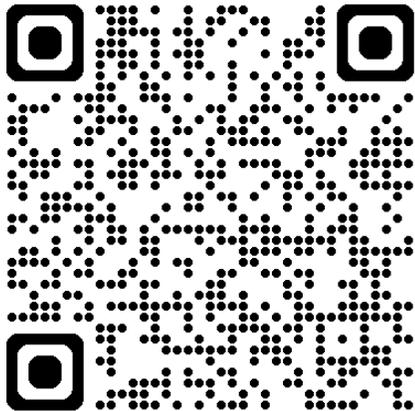
## Externally set assessment - OCR

### GCSE Art and Design Assessment

There is no written exam for GCSE Art & Design – instead there is a portfolio and an externally set assignment. Learn what this assignment involves, how to prepare for it and how it is marked.



Part of [Art and Design](#) | [Portfolio and External Assessment](#)



**Skills You'll Gain:** Creativity, visual communication, independence, problem-solving, and design thinking—valuable in many careers!



## Career Pathways from GCSE Art & Design



**Commercial & Marketing** -  
Advertising, Set/Costume  
Design, Media Illustration.

**Fine Art & Studio** -  
Painter, Illustrator,  
Sculptor, Curator, Art  
Conservator.

**Education & Community** -  
Art Teacher, Community  
Arts Worker.

**Design & Applied Arts** -  
Graphic Designer,  
Fashion/Textile Designer,  
Product or Jewellery  
Designer.

**Industrial & Engineering  
Design** - Automotive Designer,  
Packaging Designer,  
Exhibition Designer, Product  
Engineer

**Architecture & Environment**  
- Architect, Interior or  
Landscape Designer.

**Media & Digital** -  
Animator, Game  
Designer, Photographer,  
Web/UX Designer.

No Traditional Exam: Unlike history or math, there is no final written exam paper.

The Portfolio (60%): A collection of work produced over the two years (Year 10- Jan Year 11), showing a journey from initial ideas to final pieces.

The Externally Set Assignment (40%): A project set by the exam board, where students select a starting theme, research it, and create a final piece under timed conditions.



### The Four Assessment Objectives (AOs)

- Develop Ideas (AO1): Looking at other artists and taking inspiration from them.
- Experiment (AO2): Trying out new materials and techniques.
- Record (AO3): Drawing, photographing, and sketching from real-life objects.
- Present (AO4): Creating a final, finished piece that links all the research together.