

Three Dimensional Design GCSE

Why choose 3 Dimensional Design at GCSE?

3 dimensional design is an engaging and thought provoking visual subject.

It requires you to think deeply about what you want to communicate in your work it requires; research, development, practical exploration, recording and analysis to achieve your intentions. It enables you to explore and combine a wide range of techniques including: drawing, product design, wood skill, use of polymers and metals as well as other modelling and construction techniques..

Course aims:

The course aims to develop the student's practical and critical thinking skills through the process of: developing, recording, experimenting and presenting ideas in a creative and increasingly independent way, through a range of practical projects that evolve from different starting points.

Further study:

- Opportunities exist for students to continue their study of Design at advanced level. This can include, college, university and apprenticeships.
- All of these can lead to students studying on a variety of degrees at university including; furniture making, architecture, sculpture, carpentry, teaching, exhibition and display work, theatre/stage design sets, television/ film industry, media, publishing, CAD, interior design, jewellery design, product design, landscape gardening design, museum and gallery research, restoration work and a wide range of other courses.
- It is also a valued subject for the study of other courses and apprenticeships, that are looking for their candidates to have a high level of critical thinking, problem solving and aesthetic awareness.

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These are all important stages of a project leading to a final outcome:

- Visual research, brainstorming and writing a brief
- Observation drawing
- Contextual studies including; artists and designers work, historical events, social, political and environmental issues and cultures.
- Designer Analysis
- Media exploration of a wide variety of media.
- Technique exploration.
- Annotation and recording of the development of your ideas.
- Plans for final pieces
- Final pieces.

Content of the Course:

**Exam
Board:
AQA**

Coursework (60% of grade):

Project One - September to February – Yr 10

This is teacher led and consists of a mix of workshops and other exercises to build the student's skills and understanding based on a theme chosen by the teacher, for example 'Pathways'. It allows scope for experimentation, trying new media and exploring the work of other artists.

Project Two – March to December – Yr 10 into Yr 11

This is chosen by the students from a past exam paper and allows them to interpret a selected starting point independently with teacher guidance. This then leads to an individual and creative project. They can choose which media, images and artists they would like to focus on and explore.

Students work in a range of ways and store their work in folders ready for presenting later on. We encourage students to purchase a design kit, at cost price from the school, to enable them to continue their work at home, enabling them to refine their skills through continuous practice.

Exam (40% of grade):

This starts in January in year 11 and is set by the exam board. The students have a few months to develop their idea in a similar way to their second coursework project, ending in a final piece produced in exam conditions but with technical support. The exam is 10 hours long, over a period of 2 days.

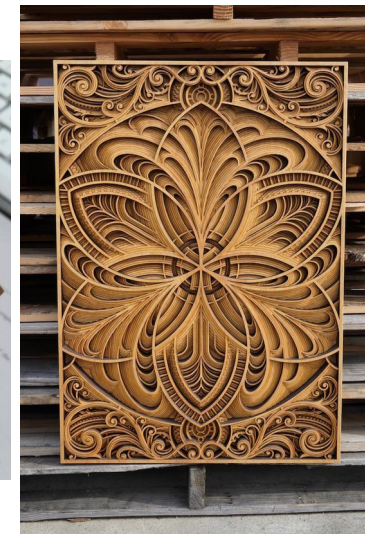
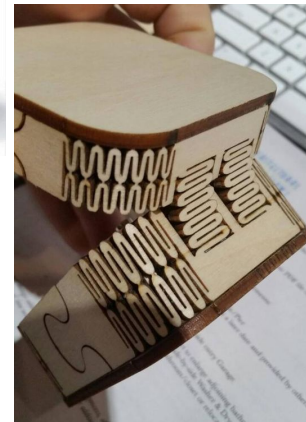
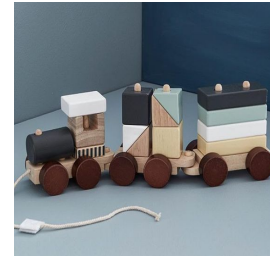
Students are encouraged to visit galleries, museums and exhibitions to support their coursework and understanding of the work of other designers/makers and artists. They are also encouraged to do their own visual research, take photos and doing sketches.

Assessment Objectives

All assessment objectives have the same weighting. It is a holistic marking scheme as each objective is relevant to and developed throughout the entire project.

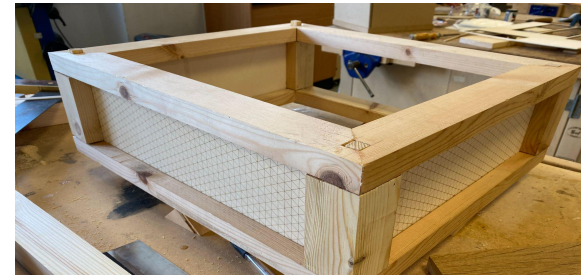
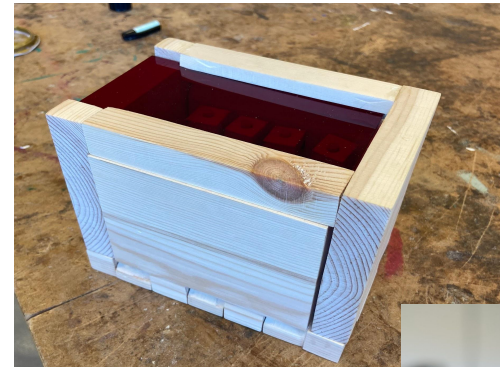
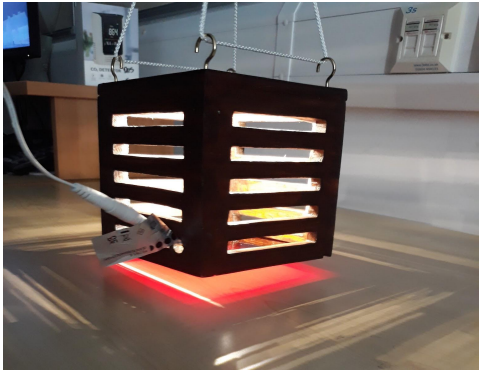
- AO1: Develop ideas through investigations, demonstrating critical understanding of sources.
- AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.
- AO3: Record ideas, observations and insights relevant to intentions as work progresses.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

Inspirational images for outcomes



What can I make?.....Anything your skills will allow!

Example work



Future career options

Art and Design teaches you to research, explore and make informed judgements about how to develop ideas using justified reasons for choice, aesthetic understanding and practical skills.

The methods of investigation, research, recording, media exploration, analysis and making skills involved in the study of 3 dimensional design are very useful training for a variety of careers. The course will complement careers in furniture making, architecture, sculpture, carpentry, teaching, exhibition and display work, theatre/stage design sets, television/ film industry, media, publishing, CAD, interior design, jewellery design, product design, landscape gardening design, museum and gallery research, restoration work and is well considered in a group of 'A' levels for a wide variety of degrees in a range of subjects.

3 dimensional design develops the intrinsic skills of analysis, evaluation, interpretation, explanation and applies them to the development of your own personal practical work that you would then be able to apply to a wide range of challenges that need creative solutions, all of which are highly valued in the modern workplace.

