LRN INTERNATIONAL GCSE

ARTS AND DESIGN (7011)

THE QUEEN'S AWARDS
FOR ENTERPRISE:
INTERNATIONAL TRADE

Learning
Resource
Network

Contents

BACKGROUND TO LRN

Learning Resource Network (LRN) is a recognised Awarding Organisation that offers a range of qualifications to candidates, educational institutes, training providers, schools and employers.

LRN is recognised for its high quality qualifications that enable candidates to progress to other areas of study and employment in their designated fields.

In producing its qualifications, LRN uses the experience and expertise of academics, professionals working in the pertinent industries and assessment practitioners with a wealth of best practice and knowledge of validation, verification, delivery and assessment.

ACCOLADES

Queen's Award

In April 2020, LRN received the Queen's Award for Enterprise for International Trade. LRN is one of 220 organisations in the UK to be recognised with this prestigious accolade. This was in recognition of the expansion LRN brought to the overseas qualification market.

MANAGEMENT SYSTEMS

LRN has been awarded international accreditation as part of its quality controls, policies, systems and overall approach to its management systems. These awards are externally validated by the British Assessment Bureau. LRN has achieved accreditation in the form of ISO 9001: Quality Management Systems, ISO 14001: Environment Management Systems and ISO 27001: Information Security Management Systems.

CUSTOMER SERVICE EXCELLENCE

LRN has achieved the prestigious award of Customer Service Excellence. This is in recognition of its customer service practices, approach to managing and dealing with UK and Overseas customer needs, including the diverse needs of its centres.

LRN was the first UK Awarding Organisation to achieve Customer Service Excellence. Following reaccreditation in 2019, LRN received an award for Customer Service Excellence: Compliance Plus, demonstrating that LRN went above and beyond the delivery of its customer service principles.

INTRODUCTION

This specification provides an overview to the LRN International GCSE Arts and Design[1]. This document is suitable for various users, including candidates, centres, administrators, employers, parents/guardians, teachers (and other related staff) and examiners. The specification outlines the key features and administrative procedures required for this international qualification.

OBJECTIVE

The LRN International GCSE in Arts and Design is designed to enable international candidates to demonstrate their ability in various artistic disciplines This qualification covers Mixed Media and Painting, Printmaking, Three Dimensional Art, Digital Media, Graphic Communication, and Textile Fashion Designing.

MODE OF DELIVERY

This qualification has been constructed to be delivered within centres. Centres will need to demonstrate to LRN, through the centre recognition processes, that they have the resources, facilities and competence to deliver. However, centres must be able to demonstrate, in line with LRN's criteria, that they have the means, capability, capacity and resources (including suitably qualified centre staff) to deliver by the method chosen by the centre.

PROGRESSION

The LRN International GCSE Arts and Design has been designed to reflect the wide variation in candidates' origins, levels of education and career aims. Progression opportunities may, therefore, take a variety of paths. Depending on the level of qualification achieved, it may be appropriate for the candidate to progress to:

1. Similar level 2 qualification in Arts and Design;
2. LRN Level 2 Certificate or Diploma in Pre-A Foundation Studies;
3. LRN Level 3 Diploma in Pre-U Foundation Studies;
4. A higher level of any qualification – e.g. A-Level, Diploma
5. Vocationally Related Qualifications

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[1] LRN International GCSEs are globally recognised qualifications designed specifically for international candidates and are available outside the United Kingdom. Candidates based in England refer to the Ofqual register.

QUALIFICATION OVERVIEW

Number	Subject Content	AO	Exam
1	Mixed Media and Painting	1, 2, and 3	Combination of coursework and assignment. (externally set and marked)
2	Printmaking	1, 2, and 3	
3	Three Dimensional Art	1, 2, and 3	
4	Digital Media	1, 2, and 3	**Paper 1:** Coursework
5	Graphic Communication	1, 2, and 3	
6	Textile Fashion Designing	1, 2, and 3	Duration: 1 hour 30 minutes **Paper 2:** Assignment

BREAKDOWN OF ASSESSMENT OBJECTIVES

AO 1 - diligently record all ideas, observations, and insights that are pertinent to the project's intentions. Additionally, it is essential to thoroughly explore and carefully select the most suitable resources, media, materials, techniques, and processes to ensure the success and effectiveness of the project.

AO 2 - generate ideas by thoroughly researching and exploring, while showcasing a deep understanding and analysis of the subject matter.

AO 3 - personal and coherent response that demonstrates an understanding of visual language.

ASSESSMENT

The assessment for this qualification consists of written exam papers, set and marked by the LRN.

Assessment objectives (AOs)	Weighting	
	Paper 1	Paper 2
AO1	50%	50%
AO2	25%	25%
AO3	25%	25%

GUIDED LEARNING HOURS

The guided learning hours (GLH) for this qualification are 130. Please note the hours stated are indicative.

ENTRIES CODES

One entry per qualification is sufficient and will cover all the question papers including certification.

PRIVATE CANDIDATES

Centres are advised that private candidates are only to be enrolled with prior agreement and confirmation from LRN.

GRADING

Results are reported, as 9 to 1.

RESULTS

Exam series are in:

- January (results released in March)
- June (results released in August)
- November (results released in January)

RE-TAKES

Whereas candidates can re-take the whole qualification as often as they wish, individual components cannot be re-taken as it is a traditional linear specification.

Please remember, one entry per qualification is sufficient and will cover all the question papers including certification.

CUSTOMER SERVICE STATEMENT

Learning Resource Network (LRN) is committed to ensuring all customers are dealt with promptly and in a professional and helpful manner. In order to guarantee this, we commit to ensuring the following in our day to day interactions with candidates, assessment centres and our stakeholder network:

- All customers will be treated equally and with respect;
- All customer information will only be used in a way which has been agreed in advance, unless we are informed of something that places them or others at risk of harm;
- All customers will be treated by staff in a professional manner.

LRN has arrangements in place to provide a telephone and e-mail helpdesk which will be staffed from 09:00 to 17:00 from Monday to Friday. Furthermore, it will respond to each e-mail, letter or telephone message it receives regarding feedback on its qualifications, centre approvals process or other matters relating to its products and/or services. The timetable for responding is as follows:

- E-mail: 5 working days
- Letter: 5 working days
- Telephone message: 5 working days

DIVERSITY AND EQUALITY

Learning Resource Network (LRN) is committed to ensuring fair and equal access to its qualifications, examinations and support materials. Our Diversity and Equality policy seeks to eliminate unjustifiable discrimination, harassment and/or victimisation and to advance equality of opportunity, thereby ensuring all candidates are treated fairly, in accordance with the protected characteristics of the Equality Act 2010. Specifically, we comply fully with the requirements laid out in the Equality Act 2010. In addition, and within the constraints of this policy, LRN will have due regard for the General data Protection Regulations (GDPR) in the retention of information which is unnecessary.

1	Mixed Media and Painting

Aim

This topic aims to give candidates an explorative overview of art and media. Learners will engage in aspects relevant to various forms of painting. This topic will also encourage the learners to express their creative framework through techniques involving mixed media.

Learning Outcomes - The learner will:		Assessment Criteria - The learner can:	
1	Understand the significance of creative expression through different subject matters.	1.1	**Show** any art style through various tools of painting and drawing such as: (i) Portrait, (ii) Landscapes, (iii) Still life, (iv) Figure study, (v) Abstract art, (vi) Artificial and natural environment
		1.2	**Illustrate** individual artistic expression through subject matters such as: (i) Individual or personal experiences, (ii) Artefacts, (iii) Literary and visual inspirations
		1.3	**Draw** visual explorations of different colours, tone, context and materials using the following: (i) pencil, (ii) inks, (iii) charcoal, (iv) oils, (v) acrylic, (vi) pastels and (vii) watercolours.
		1.4	**Show** artistic understanding of visual expression through images and graphic media.
		1.5	**Illustrate** observatory and personal development within the process of image making.
		1.6	**Draw** interpretations of traditional and non-traditional media in any two dimensional form.
		1.7	**Show** creation of art design involving types of new media such as: (i) moving image, (ii) animation, (iii) audio, (iv) installation art

2	Printmaking

Aim

The aim of this unit is to provide candidates with experience in management and creation of printmaking focused on image making. Learners will develop ideas through observations and personal themes centred around related visuals or one off prints.

Learning Outcomes - The learner will:		Assessment Criteria - The learner can:	
1	Understand the nuances of imagery and visual designs.	1.1	**Show** exploration of different images through the technique of monoprinting.
		1.2	**Draw** subject matters from traditional and non traditional media using relief printing.
		1.3	**Illustrate** usage of texture, line and tone in the process of etching.
		1.4	**Use** digital and traditional techniques to explore the process of screen printing.

3	Three Dimensional Art

Aim

This topic aims to give learners an exploratory overview regarding design and art involving three dimensional volumes. The unit will encourage the candidates to interpret traditional and new media as observatory or personal responses.

Learning Outcomes - The learner will:		Assessment Criteria - The learner can:	
1	Understand the aims of written communication in language acquisition.	1.1	**Show** understanding of mass, volume and space using techniques of sculpting uch as: (i) Casting, (ii) modelling, (iii) carving (iv) wax and plaster.
		1.2	**Show** major techniques of ceramic arts and its constructional methods, including: (i) slab building, (ii) hand making, (iii) oxides, (iv) slips, (v) glazing
		1.3	**Illustrate** an understanding of artistic components of set design.
		1.4	**Use** spatial design to illustrate the themes of environmental design.
		1.5	**Show** problem solving skills by creation and usage of product design.
		1.6	**Illustrate** functional and artistic types of craft design such as.: (i) jewellery, (ii) mosaic, (iii) wire, (iv) local craft and (v) puppet making

4	Digital Media

Aim

This unit will introduce students to artistic comprehension through the means of digital media. The unit aims for the learners to capture visual media through lens based techniques and processes.

Learning Outcomes - The learner will:		Assessment Criteria - The learner can:	
1	Understand the nature of visual development and creation using lens based media.	1.1	**Show** visual designing through photography and its various techniques such as: (i) photomontage, (ii) digital, (iii) printed photography, (iv) digital installation, (v) digital, (vi) film and (vii) animation creation.
		1.2	**Show** a comprehensive understanding of creational processes related to digital media, including: (i) Film speed, (ii) transitions, (iii) editing, (iv) exposure, (v) lightning, (vi) depth of field, (vii) framing, (viii) composition.
		1.3	**Show** important skills in media manipulation such as: (i) development of films,(ii) film printing, (iii) documenting, (iv) dark room practice, (v) illustrating and abstracting, (vi) image creation and manipulation, (vii) alternative print processes
		1.4	**Illustrate** lens based approach through the production and manipulation of still imagery.
		1.5	**Illustrate** the creation and presentation of moving imagery.

5	Graphic Communication

Aim

This unit will introduce students to communication and management between visual media. The unit aims for the candidates to learn better presentation of computer based imagery and technical skills.

Learning Outcomes - The learner will:		Assessment Criteria - The learner can:	
1	Understand the usage of computer generated media.	1.1	**Use** typography and its major types to rearrange letters.
		1.2	**Show** a constructional understanding of the role of graphic communication for advertising.
		1.3	**Demonstrate** creation and manipulation game designing and the processes involved with its presentation.
		1.4	**Use** the techniques of illustration and printmaking to show expression amongst visual imagery.

6	Textile Fashion Designing

Aim

This unit aims to educate the candidates about usage of fabric for functional and decorative expression. The unit will encourage learners to develop and explore designs without production of garment.

Learning Outcomes - The learner will:		Assessment Criteria - The learner can:	
1	Understand the role of fabric designing in terms of artistic communication.	1.1	**Show** knowledge of various types of media such as: (i) commercial fabric paint, (ii) fabric painting inks.
		1.2	**Illustrate** practices of major application methods for printed and dyed applications.
		1.3	**Demonstrate** understanding of natural and synthetic yarns for the following techniques: (i) stitching, (ii) looping, (iii) knotting
		1.4	**Demonstrate** understanding of following alternative media and its uses: (i) paper, (ii) wire, (iii) plastic
		1.5	**Show** processes of following techniques: (i) cutting, (ii) folding, (iii) layering, (iv) fusing and (v) deconstructing
		1.6	**Demonstrate** usage of relevant industry technology such as: (i) devore and (ii) laser cutting
		1.7	**Demonstrate** an understanding of various constructional techniques such as: (i) weaving, (ii) embroidery, (iii) applique
		1.8	**Show** a comprehensive understanding of usage of fabric and fibres in context of fashion.
		1.9	**Demonstrate** understanding of constructional processes such as: (i) garment construction, (ii) fashion design, (iii) accessories and (iv) body adornment