

ART

Course Type AS and A2

Exam Board Edexcel

Pre-requisite qualifications GCSE Art is a requirement for this course at grade B or above.

Course overview The main purpose of any course in Art and Design is to develop your ability to appreciate the visual world; respond in a personal and creative way, and contribute for the benefit of yourself and others. The skills you require will be to some extent determined by the area of study you choose. However; whether you see yourself as a painter, graphic designer, photographer or film maker; the same basic principles and skills apply.

Our course covers practical, theoretical and critical/historical aspects of Art and Design. You will have the opportunity to develop your own creative skills and the techniques in practical work and critical studies – a component which gives you the chance to explore the work of other artists, crafts people and designers across time, culture and place.

We emphasise individuality and flexibility within a coherent structure and our core course unit content aims to offer you a sound base from which to explore other areas of interest should you wish to do so. We adopt a multi-disciplinary approach to creative learning which supports a broad base of subject related disciplines. Based on demand we could potentially offer experience in: graphic design, mixed media, TV, film and video.

Topics covered The department works thematically. A broad theme is established at the beginning of the year providing everyone working in the department with a starting point. Our emphasis is on individuality. Each unit is flexible, whether written or practical and allows you to interpret each theme or topic to accommodate your own developing interest and creative direction. We aim to balance new media technology, contemporary work and traditional approaches within a core course the units of which are designed to progressively extend your skills and knowledge, and will include: work in 2D and 3D dimensions, mixed media, critical studies and photography.

Examination	Component	Weighting
AS	Unit 1 – Art and Design - coursework	60% of AS 30% of A2
	Unit 2 – Art and Design - Externally Set Assignment	40% of AS 20% of A2
A2	Unit 3 – Art and Design - Coursework, Practical Work and Personal Study	30% of A2
	Unit 4 – Art and Design - Externally Set Assignment	20% of A2

Suggested Career Paths

- ◆ Vocational and Degree Courses
- ◆ Work based training
- ◆ Graphic Design
- ◆ Photography
- ◆ Product Design
- ◆ Advertising
- ◆ Architecture
- ◆ Fashion and Textiles
- ◆ Publishing and the Media
- ◆ Environmental Design
- ◆ Museums and Galleries
- ◆ Marketing
- ◆ Illustration and animation

Skills developed

- ◆ Communication
- ◆ Information Technology
- ◆ Working with others
- ◆ Problem solving
- ◆ Improving own learning and performance

Trips and outing with the course

- ◆ Local and national gallery exhibition visits
- ◆ European study trip
- ◆ Day workshops at different locations
- ◆ Visiting artists, designers and photographers