

Art and Design A Level



Features of the Course:

- Developing skills, creativity, imagination and independence through a response to a range of stimuli
- Explore personal development of ideas and to develop a deep understanding of the chosen specialism
- Develop greater understanding of the role of art and design in society and the working practices of individuals, organisations and creative and cultural industries
- Experiment with a wide range of media and techniques, both traditional and new technologies
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A Level Units

Component 1: Personal investigation (60% of A level) consisting of Coursework portfolio of practical work based on a theme of your choosing explored in depth, both visually through drawings, paintings, etc, and also a related study (minimum word count 3000 words) illustrated essay on an area of art linking to the project. There is more emphasis in this unit on showing a personal 'style' developing through a number of outcomes.

Component 2: Externally Set task (40% of A level). This is similar to Component 1 with the exception that the final controlled test piece is 15 hours long. In the January of Year 13 the paper is released, providing a choice of themes for students to select from. You will have approximately 10 weeks in which to produce extensive preparation work which is submitted along with the final outcome which is made in the 15 hour exam conditions.

Methods of Assessment:

All work produced throughout the course will be marked and assessed and may go towards your portfolio of work. Students will be assigned a personal mentor who will monitor and feedback regularly, to ensure you are making progress. The mentor will also help support the development of a portfolio for art course applicants to take to interviews.