

Art

Head of Faculty: Mrs S Taylor

Examination Board: OCR

Art is a practical course which is structured to develop skills in a range of media and techniques. The course will give you an opportunity to develop practical skills, exploring ideas creatively with a range of materials and techniques. You will look at the work of other artists, analyse it and make connections between their work and your own. The coursework portfolio will be based on a specific theme, such as natural form, still life or other cultures. You will be given your examination paper in January of Year 11 and you will select from a list of starting points, developing ideas in preparation for your 10 hour set task in March.

What will I learn on this course?

You will follow a broad-based course, developing skills in a wide range of media and techniques in two and three dimensions. You will also study and analyse the work of artists, craftspeople and designers appropriate to the course and use their influence to develop your own style of work.

What are the mandatory modules or units – what will I have to study?

You will complete two mandatory units:

Unit 1: Coursework portfolio: Your work will be completed under controlled assessment conditions.

Unit 2: Set task: You will select your own starting point from a list of questions provided by the examinations board. You will be given time to research, plan and develop your ideas. You will complete a ten hour set task under examination conditions. This preparatory work will be assessed with your final 10 hour personal response.

from observation to develop personal creative ideas. - External assessment

Art and Design (BTEC)

Head of Faculty: Mrs S Taylor
Examination Board: Edexcel

When you study Art and Design, you begin, from the outset, to learn new skills in a creative context. The BTEC First in Art and Design is a course divided into units, which you will study in a range of different ways. You will learn about visual communication techniques, covering 2D design and 3D design. In the unit on contextual references you will learn about the work of other artists and designers. You will also study another unit (or units). Some of the optional units focus on a specialist area, such as graphics, photography, fashion, textiles, 3D design, interactive media (film, games design, animation etc), visual arts and 3D design crafts (jewellery, ceramics, furniture etc.)

What will I learn on this course?

You will learn in new and exciting ways, such as using contextual research (looking at the work of other artists and designers) for influence and inspiration. You will learn new studio and workshop skills, have opportunities to visit galleries and exhibitions, sketching and photographing subjects which interest and attract you and which may be of use in your current and future studies.

Possible optional units:

Using Mobile Devices in Art and Design
Developing an Art and Design Portfolio
Communicating Ideas in 2D
Communicating Ideas in 3D
Photography Briefs
Art, Craft and Design in the Creative Industries

What are the mandatory modules or units – what will I have to study?

Core:

- Introduction to Specialist Pathways in Art and Design - Internal assessment
- Creative Project in Art and Design – External assessment

Mandatory:

- Investigating Contextual References in Art and Design – A personalised study, leading to a final outcome under controlled conditions. - Internal assessment
- Recording for Creative Intentions in Art and Design –The development of the essential skills of recording from observation to develop personal creative ideas. - External assessment