

A-level

ART , CRAFT & DESIGN

Course description:

Art, craft and design, a broad based course exploring practical critical and contextual work through a range of 2d and/or 3d processes and media associated with **2 or more titles: Fine art, Photography and/or 3D design.**

Course content

Personal investigation—practical investigation into an idea, concept or theme, supported by written information, (between 1000 –3000 words of continuous prose.)

Practical work should:

Independently select the focus of the investigation—the theme,

Lead to a finished outcome or a series of finished outcomes.

Evidence a sustained line of reasoning from a starting point to a finished realisation.

Evidence students ability to research and develop ideas that relate to their work in meaningful ways to relevant critical and contextual materials.

The investigation must be informed by contemporary and past practice of artists, photographers, designers or craftspeople.

Written work should: Clarify the purpose of the investigation. Demonstrate a critical understanding of contextual sources, making clear the decisions which led to the refinement of ideas. Record ideas, observations and insights relevant to their intentions, by reflecting critically on practical work. Making meaningful connections between visual, written and other elements.

Externally set assignment, a set question paper will be provided for each title, including set questions to be selected as starting points, students will be required to select 1 question to respond to. Students will need to use the preparatory period to prepare for their final outcome/s. They will then have 15 hours of supervised time to create their outcome/s.

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Assessment

Component 1 Personal investigation: 96 marks, weighting 60% of the course. Externally set assignment, preparatory period+ 15 hours supervised time, 96 marks, weighting 40% of the total marks.

Recommended textbook / revision guide

AQA A-level art and design student handbook. <https://www.aqa.org.uk/resources/art-and-design/as-and-a-level/art-and-design/plan/resource-and-support-guide>

Future pathways

Web designer

print maker,

press photographer,

art therapist

Production designer,

Museum art curator,

furniture designer,

Interior designer,

fine artist, Illustrator,

arts administrator,

arts co-ordinator,

ceramics designer,

textiles designer,

fashion buyer,

garment technician,

costume designer,

make-up or fashion designer/artist. Jewellery designer

graphics designer, games designer.