



6th Form Transition Pack

QUALIFICATION	A-level Art and Design
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Exam board and link	AQA www.aqa.org.uk
Specification details	7201
Recommended online learning	www.liverpoolmuseums.org.uk/ www.tate.org.uk https://www.nationalgallery.org.uk/ www.npg.org.uk/

You are encouraged to follow personal subject interests, such as portrait studies, cityscapes or design development, for example.

You can select own areas of working and journey your portfolio evidencing research and practical investigations.

You will be expected to build up skills strengths and are further encouraged to explore the uses of other craft materials to refresh/carry out “ideas in action”.

To prepare for the course you will be required to:

- Demonstrate observational ability via drawing, painting, collage or other available materials you may have.
- Research artists of study interest (Still life? Pattern design? Plant forms? Portraits?) using google.



A Level Art, Craft and Design

This is a broad-based course exploring practical, critical and contextual work through a range of 2D and/or 3D processes and media.

Why study Art and Design?

Art, craft and design gives you the skills and knowledge to create personal and imaginative work. You can choose to focus on a specialist area of study from a variety of exciting processes and media to suit your individual interests and abilities. This can result in degree opportunities and careers ranging from painting portraits to producing exotic fashion costumes or designing futuristic architecture. If you have an adventurous, creative and enquiring mind and are excited by shaping and determining the visual world around us, there is a career opportunity waiting for you.

What Does the Course Involve?

Fine art: drawing, painting, mixed media, sculpture, ceramics, installation, printmaking, moving image (video, film, animation) and photography.

Graphic communication: interactive media, advertising, packaging design, design for print, illustration, communication graphics, branding, multimedia, motion graphics, design for film and television.

Textile design: fashion design, fashion textiles, printed and/or dyed fabrics and materials, wallpaper, interior design, constructed textiles, art textiles and installed textiles.

Three-dimensional design: ceramics, sculpture, exhibition design, design for theatre, television and film, interior design, product design, environmental design, architectural design, jewellery/body ornament and 3D digital design.

Photography: portraiture, landscape photography, still life photography, documentary photography, experimental imagery, multimedia, installation and moving image.



AS / A LEVEL ART & DESIGN

Component 1 - Portfolio

The contents of the portfolio will be determined by the nature of the course of study.

The emphasis of this component will be on the development of skills and understanding using an appropriate range of materials, processes and techniques. You are expected to produce a collection of materials that exemplifies work carried out during the AS and A Level course.

You must include in your portfolio:

- A selection of presented work that demonstrates consideration given to the breadth and depth of the course of study.
- At least one extended collection of work or project, based on an idea, concept, theme or issue. This should demonstrate your ability to sustain ideas from an initial starting point to a realisation.
- It should include evidence of their ability to research and develop ideas and link their work in a meaningful way to relevant critical/contextual materials.

Portfolios may also include:

- Critical/contextual work, which could include written material such as journals, reviews, reflections and evaluations, annotations and historical background material.
- Evidence may be included from books, journals, moving images, photographs, digital presentations and the internet, as well as studies made during a residency, site, gallery or museum visit.
- Sketchbooks, workbooks, journals. Alternatively, you may wish to present a series of related images mounted on sheets.
- Where appropriate to your area of study, test pieces, samples, storyboards, models or maquettes.

There is no restriction on the scale of work produced. You should carefully select, organise and present work to ensure that you provide evidence of meeting all four assessment objectives. All the work submitted for this component will be marked as a whole. You must identify and acknowledge sources clearly from those of your own against those of others.

For the second year of the course, this unit will be a practical investigation supported by written material.



Component 1 Portfolio – Starting Point One

Architecture study. Title 'INSIDE OUT'

Architecture

You will need to look at buildings and decor as the main focus for this project.

The concept 'inside out' encourages the student to work with both the inside and (or) the outside of the building (s).

The project allows the freedom to develop the work into an imagination piece or surreal work.

Visual research and Investigation

You will produce observational studies of building inside and (or) out using a range of media and working to various scales to explore structures/construction, decor panels and uses of colour. You will also examine the work of other artists or designers and show evidence of an influence of their work in yours. Use a sketchbook to work your ideas including artist's reference.

Development of ideas/context and evaluation of work

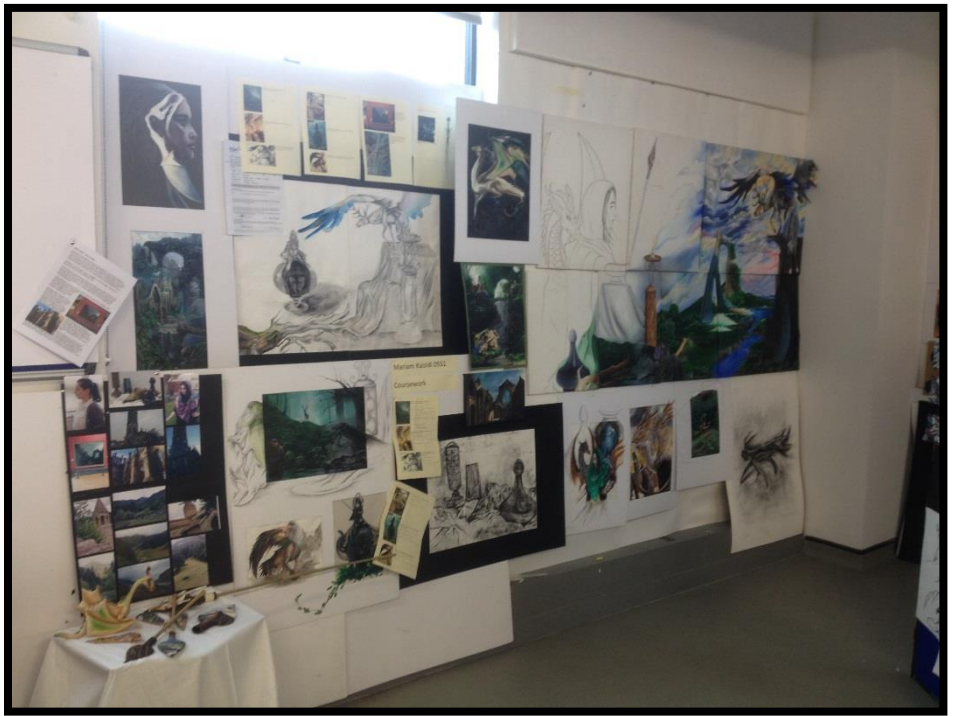
You will develop your ideas including evaluations. Use notes (annotate) to explain your on going thoughts and ideas, and where they are leading.



Realisation

A final personal response e.g. painting or 3D construction. (You must show the development from the first studies to the completed final piece.

If completing the A Level, then this unit will be supported by written material completed in the second year.





Component 1 Portfolio – Starting Point Two

'Figure as form'

Figure as Form

You will need to look at the figure as the main focus for this project.

The study involves an appreciation of the body shape, including body postures - sitting, standing or even sleeping, and movements - walking, running, dancing etc.

The project allows the freedom to develop the work into an imagination piece or surreal work.

Visual research and Investigation

You will produce observational studies of the figure using a range of media and working to various scales to explore shape, movement and use of colour. You will also examine the work of other artists or designers and show evidence of an influence of their work in yours. Use a sketchbook to work your ideas including artist's reference.

Development of ideas/context and evaluation of work

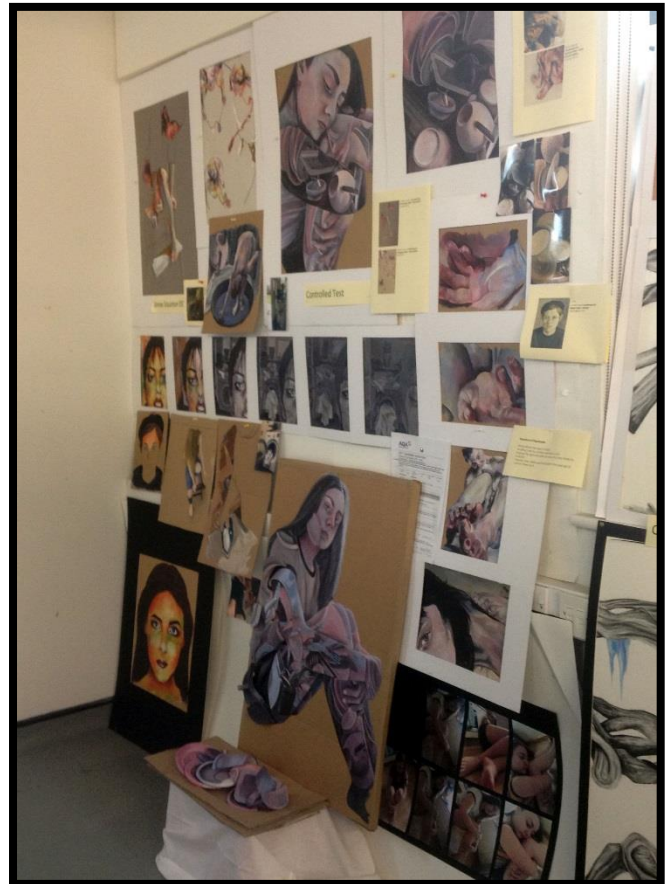
You will develop your ideas including evaluations. Use notes (annotate) to explain your ongoing thoughts and ideas, and where they are leading.



Realisation

Try to build a personal response by adding any written notes/comments into your work. Explore in detail one specific aspect of the 'figure as form' towards a final outcome in your chosen media.

If completing the A Level, then this unit will be supported by written material completed in the second year.





Component 1 Portfolio – Starting Point Three

'Still Life Composition'

Still life

Everyday objects for example in the kitchen or plant life provide the basis for this project. These objects provide a rich source of the subject matter. The shapes, forms and surfaces of these objects and the situations they occur in provide an endless variety of compositional forms rich in pattern, texture and colour.

Visual research and Investigation

You will produce analytical observational studies / organic matter in line and tone with pencil, charcoal, pastels, paint and collage which explore the form, structure, composition, surface, quality and colour of the subject matter. You will look at the work of different artists and incorporate their styles in your studies. Start a scrap book of postcards / pictures of artists work and styles that you can refer to.

Development of ideas/context and evaluation of work

You will develop your ideas and studies e.g. your application of materials, techniques and colour theory. You will show different compositional thumbnails sketches. You will evaluate your own work relating it to other work by artists and designers. Annotate work to explain thoughts, ideas and intentions. This will lead to the production of a detailed final piece.

Realisation

A final personal response e.g. a still life image or composition. (You must show the development from the first studies to the completed final piece).

If completing the A Level, then this unit will supported by written material completed in the second year.





Further titles for Component 1:

ARTIST STUDY

Any artist of your choosing. It will be helpful if you can access the artist's work 'in the flesh' so to speak at local galleries for example, it is also helpful that text support is available – College Resource Centre, Local Libraries, Internet etc.

CONTEMPORARY SURREALISM?

Any concept of the term 'Contemporary Surrealism' relate to the modern day environment or connect to issues of identity.

INSPIRATION

Any concept of the term 'Inspiration' relate to any concept explaining the term. Look at how artists both traditional and contemporary discover sources for inspiration?

LANDSCAPE / SKYLINE

Any landscape / skyline of your choosing. It will be helpful if you can access the work 'in the flesh' so to speak at local galleries or an actual landscape / skyline for example, it is also helpful that text support is available – College Resource Centre, Local Libraries, Internet etc.

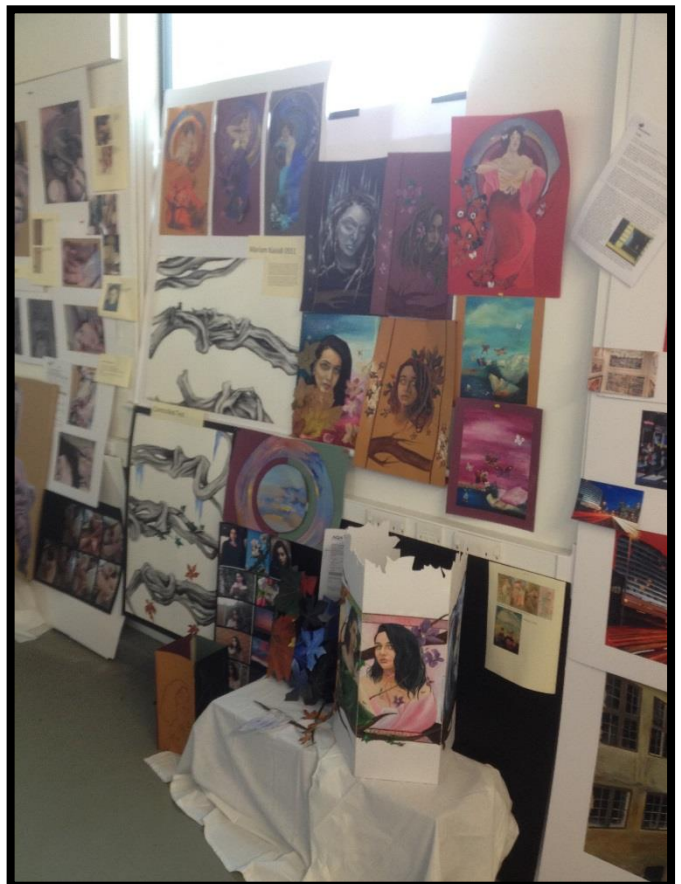
HIDING PLACE

Where would you hide? Where would you like to hide, what would be your ideal place to go and hide from the rest of the world? Would there be anything or anyone there with you.

HOME

Any concept of the word 'home'. What do you see as home, your own home, someone else's home, personal space, a classroom? Past or present? Record your own observations or look at the work of artists.

If completing the A Level, then this unit will supported by written material completed in the second year. (See Personal Investigation)





Component 2 - Externally set assignment

Each question paper will consist of a choice of eight questions to be used as starting points. You are required to select one. You will be provided with examination papers on 1st February.

Preparatory period – from 1st February

Following receipt of the paper you should consider the starting points and select one. Preparatory work should be presented in any suitable format.

Supervised time – AS Level - 10 hours

A Level - 15 hours

Following the preparatory period, you must complete the above number of supervised hours. You must produce a finished outcome or a series of related finished outcomes, informed by your preparatory work.

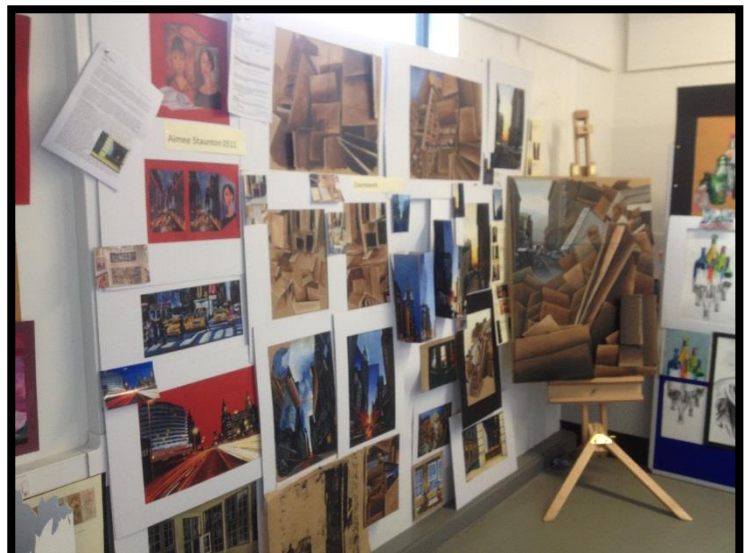
You must stop work on your preparatory work as soon as the first period of supervised time starts. You may refer to your preparatory work in the supervised time, but it must not be added to or amended.

Preparatory work and the work produced during the supervised time must be kept secure in the department between sessions of supervised time.

The work produced during the supervised time must be clearly identified as such. You must identify and acknowledge sources which are not your own. Annotation and/or notes should use appropriate specialist vocabulary and be legible with accurate use of language so that the meaning is clear.

Preparatory work and the work produced during the supervised time will be assessed together, as a whole, against all four assessment objectives. You will be assessed on your ability to work independently, working within the specified time constraints, and developing a personal and meaningful response.

There is no restriction on the scale of work produced. Carefully select, organise and present your work to ensure that you provide evidence which meets the requirements of all four assessment objectives.





Component 1 Personal Investigation (2nd Year)

This is a practical investigation supported by written material. You are required to conduct a practical investigation, into an idea, issue, concept or theme, supported by written material. The focus of the investigation must be identified independently by you and must lead to a finished outcome or a series of related finished outcomes.

The investigation should be a coherent, in-depth study that demonstrates your ability to construct a developed line of reasoning, from an initial starting point to a final realisation. The investigation must show clear development from initial intentions to the final outcome or outcomes. It must include evidence of your ability to research and develop ideas and relate your work in meaningful ways to relevant critical/contextual resources. The investigation must be informed by an aspect of contemporary or past practice of artists, photographers, designers or craftspeople.

The written material must confirm understanding of creative decisions, providing evidence of all four assessment objectives by:

- Clarifying the focus of the investigation.
- Demonstrating critical understanding of contextual and other sources.
- Substantiating decisions leading to the development and refinement of ideas.
- Recording ideas, observations and insights relevant to intentions by reflecting critically on practical work.
- Making meaningful connections between, visual, written and other elements.

The written material must:

- Be a coherent and logically structured extended response of between 1000 and 3000 words of continuous prose.
- Include specialist vocabulary appropriate to the subject matter.
- Include a bibliography that, identifies contextual references from sources such as: books, journals, websites, through studies of others' work made during a residency, or on a site, museum or gallery visit.
- Be legible with accurate use of spelling, punctuation and grammar so that meaning is clear.

You can present the written material as a single passage of continuous prose or as a series of shorter discrete, but linked, passages of continuous prose, incorporated within your practical work. There is no restriction on the scale of practical work produced. You should carefully select, organise and present your work for your personal investigation to ensure it is well structured and provides evidence which meets the requirements of all four assessment objectives.

Visual work sets including word studies are available on request.



AS / A LEVEL ART & DESIGN

This course is ideally suited to those who have achieved GCSE Art & Design and wish to progress to a more advanced level.

You will follow a broad and exciting Art & Design programme. The course is intended to follow on from GCSE, however it differs in quality, depth of vision and aesthetic understanding expected.

The Art, Craft & Design programme allows you to work in a variety of media producing work in areas of Fine Art, Graphic Design, Textiles, Three Dimensional Design and Photography (Covering at least 2 areas of study). The course is designed to allow maximum opportunity to explore chosen themes.

Drawing is seen as a core activity as well as critical studies.

Good methods of working are encouraged to produce work in a professional and creative way.

Visits to galleries and museums are an integral part of the course.

AS LEVEL - One year.

A LEVEL - Two years.

ASSESSMENT

Each project is assessed as it is completed. The work is exhibited along with the final controlled test.

Year one: (AS award)	Portfolio content/objectives coverage Unit 2 = 10 hours externally set assignment (examination to be taken if not continuing to the second year of the course).
Year two (A Level Award)	Portfolio incorporating written personal study Unit 2 = 15 hours controlled test.

Include observational drawings, secondary source images, artist connections, lots of practised ideas using lots of materials! Plus don't forget ICT and key skills!

AIMS



The Aims identify the educational purposes of AS and A Level Art and Design. They are the same for both AS and A Level. A course based on this specification should encourage you to develop:

- A. Intellectual, imaginative, creative and intuitive capabilities
- B. Investigative, analytical, experimental, practical, technical and expressive skills, aesthetic understanding and critical judgement
- C. Independence of mind in developing, refining and communicating your own ideas, your own intentions and your own personal outcomes
- D. An interest in, enthusiasm for and enjoyment of art, craft and design
- E. The experience of working with a broad range of media
- F. An understanding of the inter-relationships between art, craft and design processes and an awareness of the contexts in which they operate
- G. Knowledge and experience of real-world contexts and, where appropriate, links to the creative industries
- H. Knowledge and understanding of art, craft, design and media and technologies in both contemporary and past societies and cultures
- I. An awareness of different roles, functions, audiences and consumers of art, craft and design.

ASSESSMENT OBJECTIVES

You will be expected to demonstrate a response to all of the assessment objectives in each unit of assessment throughout the course. The assessment objectives for AS and A level are the same.

Candidates should be able to:

AO1: Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding.

AO2: Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops.

AO3: Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress.

AO4: Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.



Further Education Pathways

Undergraduate Courses

Foundation Diploma in Art & Design	Contemporary Film & Video
Creative Multimedia	Creative Practice
Fashion	Film & Media Studies
Fine Art	Graphic Design
History of Art & Design	Illustration with Animation
Interactive Arts	Interior Design
Landscape Architecture	Photography
Textiles in Practice	Three Dimensional Design
BA (Hons) Architecture	BA (Hons) Graphic Design & Illustration
BA (Hons) History of Art	BA (Hons) Interior Design

Postgraduate Courses

MA Art as Environment	MRes Art and Design
MPhil /PhD Architecture PG Diploma	MA Architecture (by conversion)
MA Fine Art	MA Architecture and Urban Design
MA in Art Therapy	MA Contemporary Curating
MA Design and Art Direction	MA Filmmaking
MA Landscape Architecture	MSc International Creative Advertising
MA Media Arts	MA Photography
MA Textiles	MA Three Dimensional Design
MA Visual Culture	MA Enterprise in Art and Design

Careers Pathways

Cartoonist	Costume Designer
Display Designer	Visual Merchandiser
Engraver	Exhibition Designer
Fashion/Clothing Design	Fine Artist
Footwear Designer	Gemmologist
Goldsmith/Silversmith	Graphic Designer
Hat Designer/Milliner	Illustrator
Interior Designer	Medical Illustrator
Model Maker	Picture Framer
Product Designer	Sculptor
Set Designer	Signmaker
Technical Illustrator	Textile Designer
Toymaker	Wallpaper Designer
Art Therapist/Psychotherapist	Gallery Curator