

Art and Design

We have a solid reputation for the very high grades we have achieved over many years and our students in the past have achieved equal firsts in the country and had their work chosen for the yearly national exhibition that showcases the best of student work. Many have gone on to successfully study the subject at university and then become professional artists and designers. We have even seen some become teachers of the subject! Clearly we are very proud of what they achieved with us and very happy to know that they have built successfully on the foundations they had established within our department.

Entrance Requirements You should have achieved an **A*/A/B grade in G.C.S.E.** and therefore already shown an active interest and ability in the subject. (Any exception to this is at the discretion of the head of department). You will again be expected to show self-discipline and be creative, thoughtful and imaginative in your approach.

The Course Study of this subject will clearly require the ability to research effectively, make skilled visual enquiries and develop a creative working knowledge of a variety of media and materials when you are exploring projects. In both Yr.13 and Yr.14 a coursework project of your own choice will be done in the first half of the school year and an examination project will be set in February with the research and final piece to be completed for May. This work is then displayed and marked.

The course is allocated 9 periods per week (approx. 5 hours) but you are expected to invest some time working outside of normal lessons developing your work. Extra support is offered via the lunchtime Art Club and/or extra tuition lessons during the week. Extension work outside of school is actively encouraged and to this end we offer a selection of high quality artist's materials at an educational discount price. All students must have a basic minimum set of materials consisting of an A2 display portfolio, drawing pencils, a camera, sets of paints and brushes. Also, access to a computer and colour printer outside of school is needed for researching and gathering resources. During the whole course your work is reviewed on an ongoing basis and individual advice is offered in order to help you achieve the best possible final result.

*Please note that a small percentage of your work can be retained by the school.

The Student From the start you should be well organised and make every effort to effectively gather resources for your project work. You are expected to make detailed visual recordings from reality (first hand observation) and only use second hand images when you can creatively adapt, develop and combine them together. You should experiment with a broad range of materials and techniques and also look at the work of other artists, designers and crafts people, carefully considering them in relation to your own work.

During the planning and/or designing process you should discuss and notate your work and critically review it. Your final outcomes should fully reflect both the skills and insights you developed during your project research.

Scheme of Assessment

Year 13	<i>Unit AS 1</i>	Portfolio Project (limited to 14 A2 pages)	25%
	<i>Unit AS 2</i>		Externally Set Assignment (approx,8 A2 pages) 25%
Year 14	<i>Unit A2 1</i>	Art & Design Project (limited to 12 A2 pages)	25%
	<i>Unit A2 2</i>		Externally Set Assignment (approx.8 A2 pages) 25%

Careers in Art and Design

Guidance on portfolio building for interviews and advice on Further Education courses will be on offered. Effective contacts exist with local colleges and galleries and along with visits from artists and designers students gain valuable insights into working creatively beyond this course. Our courses will also help you to develop the basic specialist skills and knowledge required for dealing with careers such as those listed below.

Commercial Designer (Furniture, Product, Interior, etc.)

T V, Film and Stage Designer

Exhibition worker (Shops, Museums, Galleries, etc.)

Textile Designer

Craft Worker (Pottery, Jewellery, etc.)

Art & Design Teacher

Architect

Fashion Designer

Graphic Designer (Advertising, Packaging, etc.)

Photographer

Computer Designer (Animation, App, etc.)