Art and Design

Course Outline

The Art and Design course has been designed to encourage an adventurous and enquiring approach to art and design and to develop the skills to express it. Students will gain an understanding of past and contemporary art and design and be able to produce a personal response embracing a range of ideas. The skills developed will be varied. Students will develop a working knowledge of the materials, practices and technology of Art and Design; students will use skills to investigate, analyse and experiment within the field of art.

What will I study?

Art and Design is in two parts:

In unit 1 students will produce a personal portfolio of work (coursework).
This will cover work produced from activities, theme(s) and projects set by the Art department; this is weighted at 60% of the course.

Unit 2 is the externally set assignment (examination) in Art and Design and is weighted at 40% of the course. (10 hr practical exam to produce a final piece).

Students will learn how to:
- use media and refer to contextual sources (artist and craftspeople) to develop a range of recording skills
- demonstrate skilful use of the formal elements, including line, tone, colour, shape, pattern, texture, form and structure
- carry out appropriate research from primary and contextual sources
- develop visual, spatial, textural and other qualities within the context of recording from appropriate sources
- record ideas through different media, photography, drawings, ICT.

Students will be expected:
- to work independently throughout the course, printing out their own research where possible
- to work at home to fill their sketchbooks with drawings and studies of the theme
- to write and evaluate their own work in detail
- to write a detailed journal at the end of each project.