

## **CWS SIXTH FORM COURSE BOOKLET INFORMATION:**

**SUBJECT: Art, Craft & Design**

**EXAM BOARD: AQA**

### **COURSE DETAILS:**

In A Level Art, Craft & Design you will be introduced to a variety of experiences that explore a range of two-dimensional and/or three-dimensional media, processes and techniques. including an awareness of both traditional and new media.

Students should explore the use of drawing for different purposes, using a variety of methods and media on a variety of scales. You will use sketchbooks/workbooks/journals to underpin your work which act as a crucial means of communicating your developing Art practices.

You will explore relevant images, artefacts and resources relating to a range of art, craft and design, from the past and from recent times, including European and non-European examples. This should be integral to the investigating and making processes, especially as you begin the Personal Investigation. Your responses to these examples must be shown through practical and critical activities that demonstrate their understanding of different styles, genres and traditions.

### **Areas of study**

Within each component, students must demonstrate evidence that they have explored critical and contextual work through a range of two-dimensional and/or three-dimensional processes and media.

**Component 1:** must show evidence of working in areas of study drawn from two or more of the endorsed titles listed below.

**Component 2:** must show evidence of areas of study drawn from one or more of the endorsed titles listed below.

- Fine art: for example drawing, painting, mixed-media, sculpture, ceramics, installation, printmaking, moving image (video, film, animation) and photography.
- Graphic communication: for example interactive media (including web, app and game design), advertising, packaging design, design for print, illustration, communication graphics, branding, multimedia, motion graphics, design for film and television.
- Textile design: for example fashion design, fashion textiles, costume design, digital textiles, printed and/or dyed fabrics and materials, domestic textiles, wallpaper, interior design, constructed textiles, art textiles and installed textiles.
- Three-dimensional design: for example 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: for example portraiture, landscape photography, still life photography, documentary photography, photojournalism, fashion photography, experimental imagery, multimedia, photographic installation and moving image (video, film, animation).

### **EXAMINATION CRITERIA:**

**Component 1: Personal investigation**

In Component 1, students develop work based on an idea, issue, concept or theme leading to a finished outcome or a series of related finished outcomes. Practical elements should make connections with some aspect of contemporary or past practice of artist(s), designer(s), photographers or craftspeople and include written work of no less than 1000 and no more than 3000 words which supports the practical work.

- No time limit • 96 marks • 60% of A-level Non-exam assessment (NEA)

### **Component 2: Externally set assignment**

In Component 2, students respond to a stimulus, provided by AQA, to produce work which provides evidence of their ability to work independently within specified time constraints, developing a personal and meaningful response which addresses all the assessment objectives and leads to a finished outcome or a series of related finished outcomes.

- Preparatory period + 15 hours supervised time • 96 marks • 40% of A-level

### **Assessment Objectives**

**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

### **POTENTIAL JOBS IN THIS FIELD:**

- Animator
- Architect
- Art therapist
- Art restoration
- Cartoonist
- Computer game designer
- Community arts worker
- Exhibition designer
- Fashion designer
- Film/video maker
- Fine artist
- Furniture designer
- Graphic designer
- Illustrator
- Interior designer
- Jeweller
- Museum/gallery conservator
- Medical illustrator
- Printmaker
- Product designer
- Teacher
- Theatre designer