



Haverhill 14-19
LearningPartnership

A-Level Art and Design at Castle Manor

Course information

Why choose A-Level Art and Design at Castle Manor?

The course will enable students to explore a range of two and three dimensional approaches to producing a portfolio of work.

The qualification develops:

- Intellectual, imaginative, creative and intuitive processes.
- Investigative, analytical, experimental, practical, technical and expressive skills, aesthetic understanding and critical judgment.
- An understanding of the interrelationship between Art and Design and an awareness of the contexts in which they operate.
- Knowledge and understanding of Art and Design in contemporary society and in other times and cultures.

Knowledge, understanding and skills:

- Relevant materials, process, technologies and resources.
- How ideas, feelings and meanings can be conveyed and interpreted in images and artefacts.
- How images and artefacts relate to the time and place in which they were made and to their social and cultural contexts.
- Continuity and change in different genres, styles and traditions.
- A working visual/written vocabulary and specialist terminology.

Course Outline:

Exam board, AQA

| AS Level | | |
|---|--|---|
| Unit 1 Thematic Enquiry | Unit 2 Expressive Study | Unit 3 Externally set assignment |
| All four assessment objectives must be met | All four assessment objectives must be met | All four assessment objectives must be met |
| Submissions must include <ul style="list-style-type: none"> • Work Journal(s) • Evidence of research • Evidence of analysis • Exploration of media • Idea development • Outcome(s) • Visual and/or written evaluation | Submissions must include <ul style="list-style-type: none"> • Work Journal(s) • Evidence of the development of visual language skills, showing sensitive selections of materials and process. | Submissions must include <ul style="list-style-type: none"> • Work done during the six week preparatory period that is: • Work Journals • Other preparatory studies • Unaided work produced under examination conditions in a period of eight hours. |

| A2 Level | | |
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| Unit 4 Contextual study | Unit 5 Creative Problem solving | Unit 6 Externally set assignment |
| All four assessment objectives must be met | All four assessment objectives must be met | All four assessment objectives must be met. |
| Submissions must include <ul style="list-style-type: none"> • The personal study • It is expected in this unit that the work journal will include a bibliography, details of research, a list of resources and any other appropriate supporting information | Submission must include <ul style="list-style-type: none"> • Work journals • Evidence of the candidates solutions to the problems which they have identified. | Submissions must include <ul style="list-style-type: none"> • Work done during the six week preparatory period that is: Work journal. Other preparatory studies. • Unaided work produced under examination conditions in a period of 12 hours. |

Careers and progression:

What careers could I do?

Foundation course in Art & Design.

Degree course.

Most types of Designer eg. Fashion,Interior.

Art teacher.

Artist / Craftsperson.

Entry requirements:

Five grade C or above GCSEs including at least one of either Art & Design, Photography or Textiles.

A Level results:

All candidates passed at A2 last year

Enquiries:

Please address all enquiries regarding the A-Level Art and Design Course should be made via Mr M Walker at Castle Manor Business and Enterprise College or via email: m.walker@castlemanor.lppplus.net