

Art, Craft and Design

AQA (Art and Design)

Further information please email: mail@nhgs.co.uk

Entry Requirements

NHGS Sixth Form entry requirements.

Aims of the Course

Develop analytical and critical thinking skills through research into a range of Art and Design movements to inform and inspire.

Experiment with a broad range of materials, techniques and processes in response to students' chosen areas of research and specialisms in order to discover their own artistic style.



Course structure and content

Introductory course and extended project in the Lower 6th which are tailored to prepare students for the Upper 6th. This consists of formally assessed work made up of a personal investigation and externally set assignment.

Theme 1 - Introductory Course

Producing outcomes/final pieces in response to drawing, painting, printing, sculpture photography, digital editing, illustration, animation, artist research and developing a sketchbook.

Theme 2 - Extended Project 1

Students undertake a personal investigation from a selected chosen theme (based on a list of topics). Students will develop contextual research and explorations alongside experimentation into materials and media and observational work to create final outcomes.

Theme 3 - Component 1: Personal Investigation

Students are required to conduct a practical investigation into an idea, issue, concept or theme, supported by written material. Each student will follow a personal exploration of their choice that comprises both practical and written studies to produce personal responses and original work.

Component 2: Externally Set Assignment

Each question paper will consist of a choice of eight questions released by AQA to be used as starting points. Students independently develop a sketchbook (or equivalent) over a series of weeks to demonstrate understanding of the assessment objectives. Students then have a 15 hour exam to produce a final outcome in response.

Assessment

Component 1 - 60% Personal Investigation

Component 2 - 40% Externally Set Assignment, 15 hour exam.

Future career opportunities

This course benefits a broad range of future creative pathways including fashion design, textile and print design, illustration and animation, computer games design, architecture, theatre, film and television make-up, special effects and set design as well as more traditional fine art routes like drawing, painting, printmaking and sculpture.



Please scan here for further course information.