Art

CANNOCK CHASE HIGH SCHOOL
ACHIEVEMENT FOR ALL

Course: A Level Art and Design (Fine Art)

Entry Requirements:

GCSE Art at grade 6 or above, and GCSE English at grade 4 or above. More importantly a genuine interest in the Creative subjects and willingness to improve is essential.

Aims of the Course:

For students to extend their Creative understanding, through practical exploration of materials, research and development of personal style. We offer a range of processes to students and enable the personal development of preferred skill types. Context within Fine Art is a significant element of knowledge. It refers to how ideas, feelings and meanings connect to images and artefacts at a personal level and how they are socially constructed over time through genre, style and traditions.

Course Content:

A Level

Introduction to skills - During the early stages of the course, students will develop a strong foundation of practical skills through drawing, painting and mixed-media exploration. They will learn to use a range of materials effectively, refining their technical abilities through observation and experimentation. Students will also study and respond to the work of artists, helping them to develop their analytical skills, broaden their understanding of artistic approaches and gain greater insight into how materials, techniques and ideas can be developed within their own work.

Unit 1 - Personal Investigation (60%)

A personal investigation based on an idea, issue or concept of the student's choice, supported by a 1,000-3,000 word written study completed in Year 13. Students select their own starting point and develop a sustained project through research, experimentation, analysis and practical investigation. This component encourages independent learning, personal enquiry and the development of a highly individual body of work, demonstrating creativity, technical skill and critical understanding. **This unit contributes 60% of the overall A Level grade.**

Unit 2 - Externally Set Assignment (40%)

Examination papers are issued during the first week of January in Year 13. Students select one starting point from a range of themes provided by AQA and undertake a period of preparation and development. The unit concludes with a **15-hour practical examination**, during which students produce a final outcome that demonstrates their research, experimentation and creative development. **This unit contributes 40% of the overall A Level grade.**

Career Opportunities:

A Level Art and Design is highly regarded by universities and employers and can lead to a wide range of creative and professional careers. The skills developed throughout the course, including creativity, problem-solving, visual communication, research and independent thinking, are valued across many industries.

Possible career pathways include **Architecture, Graphic Design, Web Design, Animation, Photography, Fashion Design, Fine Art, Illustration, Jewellery Design, Interior Design, Textile Design, Art History, Museum and Gallery Studies, Video Game Design, Character Design, Cartooning and Creative Media Production**. The course also provides an excellent foundation for progression to **Foundation Art courses, apprenticeships and degree-level study** within the creative industries.

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