

A Level Art and Design (3D Design)

Curriculum Content

CURRICULUM OUTLINE A LEVEL ART & DESIGN [3D Design]	YEAR 12	YEAR 13
SUMMER 2 (ROLL OVER)		<u>Personal Investigation [Component 1]</u> Concept generation and Ideation
AUTUMN 1	<u>Initial Judgement- Glue Gun Redesign.</u> <u>Product Design</u> Biomimicry	<u>Personal Investigation [Component 1]</u> Development
AUTUMN 2	<u>Jewellery</u> Geometry	<u>Personal Investigation [Component 1]</u> Refinement and Realisation of final concept
SPRING 1	<u>Architecture</u> Replica	<u>Personal Investigation [Component 1]</u> Manufacture
SPRING 2	<u>Furniture</u> Art Movement/ Designer.	<u>Externally Set Task [Component 2]</u> Preparatory work
SUMMER 1	<u>Personal Investigation [Component 1]</u> Research and Exploration	<u>Externally Set Task [Component 2]</u> Examination

Skills

Skills developed throughout the course include:

- Drawing and Sketching
- Painting

- Photography
- Illustrator and Photoshop (adobe software)
- Model making
- Visual Research
- Artist Research
- Working with a variety of Materials
- Planning and refining Ideas
- Making a Final Piece
- Workshop skills

Assessment

Year 12 gives the students opportunities to try new ways of working and build their skills through a series of staff led workshops, in a variety of material bases and design areas.

Some of year 12 personal responses and the Year 13 Personal Investigation will make up the Coursework Portfolio (60%) with the Externally Set Task being sat at the end of the course (40%).

There are four equally weighted Assessment Objectives for both components:

Artist Research

Visual Research

Developing Ideas and Skills

Final Outcomes

Further information about the course can be found at https://www.eduqas.co.uk/qualifications/art-and-design-as-a-level/#tab_keydocuments