

# A Level Fine Art

The course looks at a range of fine art disciplines including an understanding of art from the past and present.

# What Entry Requirements Do I Need?

The best foundation for success in A Level Art is a good grade at GCSE or BTEC. However, this isn't a requirement. If you have an aptitude for the subject, if you are creative or 'good at drawing', you may have the basic skills to succeed. However, A Level Art is not an easy option and you should be prepared to work hard at developing your abilities.

You should have an understanding of the basic elements of art – colour, tone, form, etc. and also some understanding of the place of art and design in the world – its history and its purpose. Above all, you should have an interest in creating and understanding art and the determination to develop that interest.

#### How Will I Be Assessed?

#### Component 1

Personal Investigation - 60% of A Level

1 area of study, decided by you, supported by written element of 1000-3000 words with a final outcome

## Component 2

Externally Set Assignment - 40% of A Level

1 chosen area of study decided by you from the exam brief

Supervised 15 hours

**Final Outcomes** 

### What Will I Learn on This Course?

The main purpose of any course in art and design is to develop your ability to appreciate the visual world and to respond in a personal and creative way. The skills you will explore will be varied. Amongst them you will develop a working knowledge of materials, practices and technology within art and learn the skills to interpret and convey your ideas and feelings using art and design. You will improve your imaginative and creative abilities and your experimental, analytical and documenting skills. You will also develop a specialist vocabulary and the knowledge and understanding of the place of art, craft and design in history and in contemporary society.

#### Who Is This Course For?

Students who wish to undertake further studies in art and design, usually at Art College or further education establishments.

Students who are looking to take up careers for which an art background is relevant. These might include designers/illustrators in fashion or graphics, advertising, publishing, architecture, museums, theatre or art gallery work, to name just a few.

Students who have an interest in and aptitude for the subject, but who do not intend to take the subject beyond the A Level.

## **Key Skills**

As well as covering the advanced level study of art, this course will enable you to develop some key skills that will be essential to you whatever you go on to do afterwards, including communication skills which are integral to the study A Level Art and will be assessed as specified in the mark scheme.

# What Could I Go on To Do at The End of My Course?

There are many careers in art, craft and design. Most of these require further study at an art school, further education college or university. If you are unsure about whether to make a career of the subject, the best thing to do is to speak to your art teacher who will know about the courses on offer in your area or elsewhere. At present, most students wishing to take art or design further will go on to do a one year 'Foundation' course at an art college or college of further education before applying for degree courses in more specialist areas of art and design.

You may wish to do an Art A Level for its own sake, perhaps to form the basis of a future interest or as part of a range of other subjects. Alternatively, you might wish to go into a job where it is useful to have had experience of art, craft and design, or where you will need to use some of the skills developed during this course. These might include careers in such fields such as illustration, advertising, marketing, design, architecture, publishing and the media. The study of Art can also help you develop transferable skills that you can take into any career or job. Success in A Level Art requires determination and dedication. However, whichever future path you choose, it can be a very rewarding beginning.