

Art and Design

Celf a Dylunio



Curriculum Leader: Mrs L Pattimore

Examination Board: WJEC

Overview of course content

Art and Design is an opportunity to work and experiment with all the forms of media and processes e.g. painting and drawing, ceramics, sculpture, textiles, photography, ICT, mixed media etc. Sketchbook work is an integral part of the portfolio.

Summary of assessment

There are four Assessment Objectives, each worth 25%

- AO1 – Critical Understanding e.g. artist research
- AO2 – Creative Making e.g. practical explorations
- AO3 – Reflective Recording e.g. evaluative annotation
- AO4 – Personal Presentation e.g. art outcomes

Two significant features of this subject are that there is no written exam and that all work is completed by April/May of the final year. This leaves the student free to revise for other subjects. The department consistently exceeds local and national exam results, although success is only guaranteed by hard work and commitment.

The scheme of assessment will consist of the following two elements:

Assessment 1: candidate portfolio (60%)

Internally set and developed from personal and/or given starting points. The candidate portfolio must:

- be selected and presented by the candidate from work undertaken within the course.
- provide evidence of how the candidate has met each of the assessment objectives.

Assessment 2: externally set task to elicit a personal response (40%)

The externally set task or starting point should:

- enable learners to provide evidence of how they have met each of the assessment objectives.
- provide a sustained period of focused study of no longer than 10 hours.
- be presented to the learners no earlier than the start of January in the year of the examination.

Learning Pathways post 16

Students could follow a Level 3 course offered by a provider of their choice. A Foundation Course at Art College is the usual pre-degree route and then a degree in one of the many specialised courses. The UK has an excellent reputation internationally for the quality of Art and Design education and the creative industries as a whole account for 8% of our Gross Domestic Product (GDP).