

# **Proposed GCE AS and A Level Subject Content for Art & Design**

# The criteria

## Introduction

The AS and A level criteria set out the knowledge, understanding, skills and assessment objectives common to all AS and A level specifications in a given subject.

They provide the framework within which the awarding organisation creates the detail of the specification.

## Aims and objectives

1. AS and A level specifications in Art, and Design must encourage students to develop:

- intellectual, imaginative, creative and intuitive capabilities;
- investigative, analytical, experimental, practical, technical and expressive skills, aesthetic understanding and critical judgement;
- independence of mind in developing, refining and communicating their own ideas, their own intentions and their own personal outcomes;
- an interest in, enthusiasm for, and enjoyment of art, craft and design;
- the experience of working with a broad range of media;
- an understanding of the interrelationships between art, craft and design processes and an awareness of the contexts in which they operate;
- knowledge and experience of real world contexts and, where appropriate, links to the creative industries;
- knowledge, understanding and application of art, craft, design and media and technologies in contemporary and past societies and cultures; and
- an awareness of different roles, functions, audiences and consumers of art, craft and design.

## Subject content

2. AS and A Level specifications in Art and Design must specify that the learner engages in integrated critical, practical and theoretical study in Art and Design.

3. At A level, specifications must allow for greater depth of study. This might be achieved by, for example:

- greater specialisation in a particular medium or process;

- extended development of particular themes, ideas or issues;
- further theoretical research and increased requirement to demonstrate understanding through integrated practical and written forms and other communication devices; and
- more rigorous exploration of an interdisciplinary or multidisciplinary approach.

4. Learners may enter for more than one endorsed area of Art and Design.

## **Knowledge, understanding and skills**

5. AS and A level specifications must require learners to develop practical and theoretical knowledge and understanding of:

- relevant materials, processes, technologies and resources;
- how ideas, feelings and meanings can be conveyed and interpreted in images and artefacts;
- how images and artefacts relate to the time and place in which they were made and to their social and cultural contexts;
- continuity and change in different genres, styles and traditions; and
- a working vocabulary and specialist terminology.

6. AS and A level specifications must require learners to develop the skills to:

- record experiences and observations, in a variety of ways using drawing or other appropriate visual forms; undertake research; and gather, select and organise visual and other appropriate information;
- explore relevant resources; analyse, discuss and evaluate images, objects and artefacts; and make and record independent judgements;
- use knowledge and understanding of the work of others to develop and extend thinking and inform own work;
- generate and explore potential lines of enquiry using appropriate media and techniques;
- apply knowledge and understanding in making images and artefacts; review and modify work; and plan and develop ideas in the light of their own and others' evaluations; and
- organise, select and communicate ideas, solutions and responses, and present them in a range of visual, tactile and/or sensory forms.

7. Learners can work entirely in digital media or entirely in non-digital media, or in a mixture of both within any endorsement provided the aims and assessment objectives are met.
8. The examples for each of the titles and endorsements (as set out in paragraphs 9 and 10 below) are neither compulsory nor exclusive.

## **Titles and endorsements**

9. All Art and Design specifications must offer an unendorsed course in:
  - **Art, craft and design:** A broad course exploring practical and critical/contextual work through a range of 2D and/or 3D processes and media.
10. All Art and Design specifications may also offer one or more of the endorsed areas listed below.
  - **Fine art:** Including a range of approaches, for example, painting, drawing, mixed-media sculpture, ceramics, installation, printmaking, and photography
  - **Critical and contextual studies:** Including areas of study across art, craft and design.
  - **Textile design:** Including fashion, printed and/or dyed fabrics, constructed textiles and installed textiles and digital textiles.
  - **Graphic communication:** Including illustration, web and app design, advertising, packaging, design for print, multimedia, animation and game design.
  - **Three-dimensional design:** Including jewellery, body ornament, ceramics, theatre design, exhibition design, film-set design, interior design, product and/or environmental design, architectural design and 3-d digital design.
  - **Photography:** Including portraiture, landscape photography, still life, documentary, photojournalism, fashion photography, experimental imagery, photographic installation and moving image (video, film, animation).