



# GCE AS and A Level subject content for art and design

## Introduction

1. AS and A level subject content sets out the knowledge, understanding and skills common to all AS and A level specifications in art and design.

## Aims and objectives

2. 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 and understanding of art, craft, design and media and technologies in contemporary and past societies and cultures
  - an awareness of different roles, functions, audiences and consumers of art, craft and design

## Subject content

3. AS and A level specifications in art and design must specify that the student engages in integrated critical, practical and theoretical study in art and design.

4. At A level, specifications must allow for greater depth of study than the AS specifications. 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 means of communication
- more rigorous exploration of an interdisciplinary or multidisciplinary approach

5. Students may enter for more than one title as described in paragraphs 9 and 10.

## **Knowledge, understanding and skills**

6. AS and A level specifications must require students 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
- a working vocabulary and specialist terminology

7. AS and A level specifications must require students 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
- organise, select and communicate ideas, solutions and responses, and present them in a range of visual, tactile and/or sensory forms

8. Students can work entirely in digital media or entirely in non-digital media, or in a mixture of both, provided the aims and assessment objectives are met.

## **Titles**

9. All art and design specifications must offer a broad-based course in:

- Art, craft and design: 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 titles listed below.

- Art and design (fine art): for example painting, drawing, mixed-media sculpture, ceramics, installation, printmaking and photography
- Art and design (critical and contextual studies): for example areas of study across art, craft and design
- Art and design (textile design): for example fashion, printed and/or dyed fabrics, constructed textiles and installed textiles and digital textiles
- Art and design (graphic communication): for example illustration, web and app design, advertising, packaging, design for print, multimedia, animation and game design.
- Art and design (three-dimensional design): for example jewellery, body ornament, ceramics, theatre design, exhibition design, film-set design, interior design, product and/or environmental design, architectural design and 3D digital design
- Art and design (photography): for example portraiture, landscape photography, still life, documentary, photojournalism, fashion photography, experimental imagery, photographic installation and moving image (video, film, animation)