

# Art, Craft and Design A Level



*"I saw the angel in the marble and carved until I set him free". Michelangelo*

**Exam Board:** AQA **Duration:** 2 years **Entry Requirements:** Grade 6 in GCSE Art, Textiles or any other creative subject, Grade 4 in GCSE English and Grade 4 in Maths.

## Reasons to study A Level Art, Craft and Design

This course explores extensive media and techniques in year 12 underpinned by the history of art, design and broader influences. Specialisms covered will be; interior design, 2D art, fashion design, sculpture, textile art, life drawing, printing, photography, animation, drawing, fashion illustration and painting.

Students will experiment with glass mosaic, make pigment to dye and draw with as well as large scale painting and body printing. In year 13 students choose their specialism (or combine multiple specialism's) whether that be; fine art painting and drawing, fashion or textile design, interior design or photography and film.

## Course Outline

### Portfolio Component (60%):

Work for this component requires students to research, analyse and establish coherent and sustainable links between their understanding of their own emerging art and design practice with that of historical and contemporary references.

This study is a practical project developed from a theme of the students own choosing, reflecting their interest.

A contextual 1,000-word essay is submitted in support of this practical work.

The aim of this component is to develop students' ability to respond creatively to their research and visual resources.

Students will also be required to successfully resolve their project into an appropriate outcome of their choice.

### Externally Set Assignment Component (40%):

The externally set assignment will represent the culmination of the course. Students will be given a preparatory period during which they will develop ideas relating to their chosen question.

They will also be able to creatively explore relevant techniques and processes. Students will then produce their own final work over a 15 hour timed period.



## Assessment Outline

---

**There are four assessment objectives:**

Artist & designer studies and contextual links.  
Recording observations through writing and drawing.  
Development of ideas and experimentation.  
Final outcome.

**Portfolio Component: 60%**

**Externally set Assignment Component: 40%**



## Progression routes and Career Paths

---

Art, Craft & Design develops drawing, printmaking, mixed media and design skills and is good for entry onto any creative or Art & Design based degree course.

Architect	Art Director
Graphic Designer	Animator
Illustrator	Art Teacher/Instructor
Fashion Designer	Fine Artist
Interior Designer	Jewellery Designer
3D Designer	Theatre Designer

## The Romero's Art Department

---

A committed team of expert teachers who share their love of their subject with passion.

Teachers who have real-life connections with the art, fashion and design world through career and industry connections.

A team of teachers who at GCSE have, year on year, delivered some of the strongest outcomes in the country.



## Further Information

---

For more information or if you have any questions about the A Level Art, Craft and Design course please contact:

**Ms E Langley** - Subject Leader for Art, Craft and Design  
[elangley@stromeros.co.uk](mailto:elangley@stromeros.co.uk)