



Wath Sixth Form Subject Preparation Pack

ART

World-class learning

World-class learning every lesson, every day

The highest expectations

Everyone can be successful; always expect the highest standards

No excuses

Create solutions not excuses; make positive thinking a habit

Growth mindset

Believe you can improve; work hard and value feedback

Never give up

Resilience is essential; be relentless in the pursuit of excellence

Everyone is valued

Diversity is celebrated; see the best in everyone

Integrity

Be trustworthy and honest; deliver on promises and walk the talk

- What careers could A-Level **Art and Design** lead to?
- What will I study?
- How will I be assessed?
- Recommended resources
- Additional support.

What is Art and Design?

Art and Design is the process of creation. It is the expression or application of creative skills and imagination, typically in a visual form such as painting or sculpture but can be presented in many other ways such as digital art or printing for example. Art can be the expression of a person's emotions and can be interpreted in different ways and seen from different perspectives. Ultimately, Art can be anything.

Why should I study?

The creative industry is one of the fastest growing industries in the UK. More and more companies are looking for creative employees to reinvent or change their image to a constantly demanding consumer market. The Art and Design A-Level course gives students an opportunity to explore and refine their creative skills and create a professional portfolio of work in the process. Unlike most other subject areas, art students have the luxury of compiling a portfolio of their best work that can be used for university interviews or job interviews within the creative sector. We are specifically looking for students who are creative, independent, ambitious, dedicated and passionate about creating exciting artwork. Art and Design is an extremely fun and rewarding qualification if you are willing to throw yourself into it.

Here are some key skills that employers are looking for that an Art and Design qualification can support:

Independent learning

Creativity

Problem solving

Adaptability

Confidence

What careers could Art and Design lead to?

Art is a versatile A-Level choice and can support other options depending on your future career plans. Higher Education courses can help you step closer towards a career in fine art, graphic design, illustration, web design, fashion design, textiles and surface pattern, computer games design, animation, landscape architecture, product design, ceramics, photography, creative writing, jewellery and metal work, film and media, art and design teaching, set design, performing arts and art history.

What will I study?

At Wath Academy we cover the Art and Design curriculum which covers a breadth of knowledge split across two units.

Unit 1

Personal Investigation

In your first year you will commence working on your personal investigation that closely examines the work of other artists but shows a clear development in your own personal style. The primary focus is to discover your skills and strengths through a variety of workshops and by studying the work of other practitioners. Your body of work will include in-depth development and exploration of ideas, through different medias and techniques before realising your intentions in a final piece. The personal investigation will be concluded in January of your second year with a supporting essay explaining the ideas concepts and artist influence behind your project.

Unit 2

Exam

From February of your second year onwards you will begin your exam. This will be an external set of questions set by the exam board, like GCSE, you will choose one question as starting point and develop a body of work accordingly before starting your final piece. You will be given 15 hours to complete your final piece in exam conditions.

How will I be assessed?

The deadline for unit 1 and unit 2 is the last day in May before we send our scores to the exam board for moderation. All work is assessed in June by an external moderator from the exam board. Unit 1 (Personal Investigation) contributes to 60% of your final grade whilst Unit 2 (exam) contributes 40%. You will be assessed against 4 assessment objectives:

AO1 - Contextual link or your ability to effectively use the inspiration of artist or cultures within your project

AO2 – Development and exploration or your ability to select appropriate medias and techniques as your project develops

AO3 – Recording or your ability to carefully record from appropriate sources through drawing and photography

AO4 - Create a personal and meaning full response, in other words create a final piece that clearly displays an endpoint to you project.

Art

Meet the Staff

Mr Fidler in Head of Art

Teaching Art and design has always been a passion close to my heart. To give students the opportunity to express themselves creatively has always been my priority and it always excites me to see the diverse range of styles and genres of art our A Level students explore. To support students throughout their creative journey and allow them to discover new artists, cultures themes and concepts is always fascinating. I believe that allowing as much choice and creative freedom as possible is essential towards reaching your true potential. I have many diverse interests and hobbies and encourage all my students to do the same, investigate the world around you and see what's out there. Be yourself and embrace your own identity!



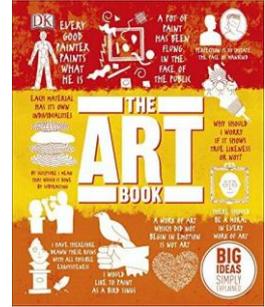
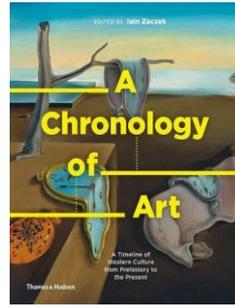
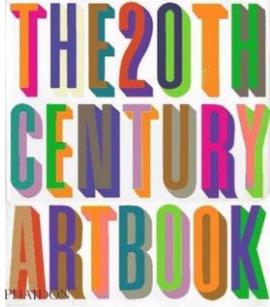
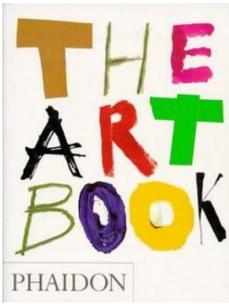
Mrs Cartwright

I am so passionate about art and creating! I have a love for all aspects of art including textiles which is what I graduated in, plus I love portraiture and the many diverse ways this can be studied. I love watching students develop their work in their own unique style and being able to support and discuss lots of new ways to explore ideas. I love taking photographs and setting myself little projects as I have to create it's in my blood! I feel we are a little family up in art where you can become the artist you want to be and progress your skills with a great supportive network around you.



Recommended resources

Books



Websites

Liverpool Tate Gallery

<https://www.tate.org.uk/visit/tate-liverpool>

London Tate Modern

<https://www.tate.org.uk/>

London V&A

https://www.vam.ac.uk/?gclid=CjwKCAjwguzzBRBiEiwAgU0FTzDuGzRSudH8QBxCi9EckMhlwoene7MjJ4M9NiuCtjcWDFKurH_Y2RoCszcQAvD_BwE

Hepworth Gallery

<https://hepworthwakefield.org/>

Yorkshire sculpture Park

<https://ysp.org.uk/>

Barnsley Cooper Gallery

<http://www.cooper-gallery.com/>

Sheffield Millennium Gallery

<https://www.museums-sheffield.org.uk/museums/millennium-gallery/home>

Sheffield Graves Gallery

<https://www.museums-sheffield.org.uk/museums/graves-gallery/home>

Sheffield Site Gallery

https://www.sitegallery.org/?gclid=CjwKCAjwguzzBRBiEiwAgU0FT5LuhkJJGBm0T9hBp-Qq3nSjM9R8A0V_JI6yUBN2RExGn3Qdbx6c8hoCJaMQAvD_BwE

Summer task

Over the summer, we would like you to make a start on your Personal Investigation. The theme of this is loosely based around the starting point **Perspective**. Your challenge is to creatively produce a body of artwork that encapsulates your understanding of the word perspective. Remember there are no right or wrong answers in art!

Your approach to perspective can be as diverse as you like. See some examples below.



3D Joe and Max <http://3djoandmax.com/>



Tishk Barzanji

<http://www.fubiz.net/2017/05/10/colorful-illustrations-by-tishk-barzanji/>



Picasso [wikipedia.org/wiki/Pablo_Picasso](https://en.wikipedia.org/wiki/Pablo_Picasso)





Lionid Alfemov <https://afremov.com/>

Things to include:

Use of an artist – Find at least 3 artist you find inspiring (Pinterest is a great place to start). They don't need to link directly to the theme of perspective they may just inspire you stylistically. Make studies from their work using the appropriate medias.

Photos – Take photographs of 'things' that can link with your approach to perspective and make drawings from what you have recorded.

Development – Develop ideas based around your theme, you can use research or images from other sources such as the internet or magazines. If you wanted to use computer software such as Photoshop to generate ideas that is perfectly acceptable.