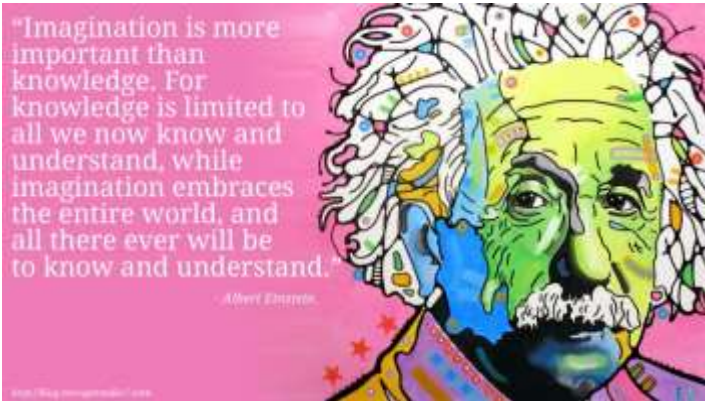




A LEVEL

Art & Design



The creative industries are booming and are growing faster than any other industry. They not only enable high levels of personal job satisfaction but also involve extremely well trained and paid vocations. These include careers areas such as gaming, animation, architecture, automotive design, product design, graphic design and illustration, web design, fashion, film, set design, prop and special effects design, urban landscape and interior design and so on. All these jobs need creative skills physically as well as conceptually and Art is the subject to build and hone these skills.

We are a creative team who push students to explore and gain the best individual and personal result they can in this subject. Even if you do not wish to step into an art-based career, most industries, employers and universities now appreciate a qualification that has extended your critical and creative thinking and developed your original thought.

Here at BRGS, you will do research and contextual studies around art history, producing analytical and critical written work in combination with a breadth of practical studies. You will refine your core art skills of drawing and painting from observing life around you, but in addition, be able to experience and develop computerised skills via Adobe Photoshop. Combine original thought with the dovetailing of the traditional and modern and our students achieve a unique set of transferable skills that can be applied to most careers.



There will be a dedicated studio space available to students. Teaching will take place in this room alongside periods of personal study sessions. Students are encouraged to explore ideas and materials that interest them and as a department we will support you as much as possible to achieve the goals you set for yourself.

Our programme of study starts with a mini foundation course where students get chance to develop these skills:

- Drawing and painting in various media, including acrylic painting
- Critical analysis of art history and art works
- Presentation of sketchbooks and artwork
- Observational photography
- Adobe Photoshop skills
- Printmaking
- Typography
- Concept and idea building
- Self-evaluation plus self and peer critiquing
- Independent learning skills
- Developing work with personal meaning, from a starting brief
- Sustained development and improvement of ideas
- Creating complex ideas in visual form

Assessment

Assessment (AQA)	Component 1	Component 2
Title	Personal Investigation	Externally Set Assignment
Structure	No time limit 96 marks Yr12- Jan Yr13	Preparatory period + 15 hours supervised time 96 marks Commences Feb of Yr13
Weighting	60%	40%

Where to Next?

Degree Courses	Careers
<ul style="list-style-type: none"> • Art History and Curating • Illustration with Animation • Interior Design • Product Design • Architecture • Fashion Buying and Merchandising • Fashion Communication • Textiles in Practice 	<ul style="list-style-type: none"> • Architect • Product Design • Textile Design • Landscape Architect • Game Designer • Fashion Marketing • Graphic Designer • Web Design

Entry Requirements

To study A level Art at BRGS, you will need: GCSE Art (an endorsement such as ACD, Textiles, Graphics etc) **OR** a small portfolio of work that can be shown to the Art Team to assess suitability for the course.