

# A-LEVEL ART



## A QUICK GUIDE TO THE COURSE

### Introduction

Fine art requires engagement with aesthetic and intellectual concepts through the use of traditional and/or digital media, materials, techniques and processes for the purpose of self-expression, free of external constraints. Fine art may be created to communicate ideas and messages about the observed world, the qualities of materials, perceptions, or preconceptions. It can also be used to explore personal and cultural identity, society and how we live, visual language, and technology. Fine Art allows us to consider and reflect on our place in the world, both as individuals and collectively.

### Drawing and other materials processes

Drawing in fine art forms an essential part of the development process from initial idea to finished work; from rough sketches, to diagrams setting out compositions, to digital drawings used for installations or as part of three-dimensional work. Students should use a variety of tools, materials and techniques, as appropriate, for recording their surroundings and source materials. Students should consider the application and implications of new and emerging technologies that can be used in conjunction with traditional and digital fine art materials.

### Contextual understanding and professional practice

Contexts for fine art can be found in a wide range of sources; for example, from historical works in museums, contemporary art shows and fairs, an exhibition at a local gallery, films, architecture, music, literature and nature.

- concepts such as figuration, representation and abstraction
- how the formal elements evoke responses in the viewer
- various forms or presentation in fine art and the ways that audiences may respond to or interact with them
- sustainable materials and production processes in the construction of work

- the potential of collaborative working methodologies in the creative process

### Disciplines within fine art

For the purposes of this qualification, fine art is sub-divided into the following four disciplines:

- painting and drawing
- printmaking
- sculpture
- lens-based image making.

Students will be required to work in one or more of the disciplines to communicate their ideas. By working across disciplines, they will extend their understanding of the scope of fine art; by focusing on one discipline, they will gain a deeper understanding of specific processes within fine art.



## Course Outline

### A-level Fine Art

#### Component 1:

##### Personal investigation

60% of A Level

No time limit (96 marks)

#### Component 2:

##### Externally set assignment

40% of A Level

Supervised time 15 hours

(96 marks)

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- The potential of collaborative working methodologies in the creative process

#### Areas of study

You will be required to work in one or more area(s) of fine art, such as those listed below. You may explore overlapping areas and combinations of areas:

- portraiture
- landscape (working from the urban, rural and/or coastal environment)
- painting and drawing
- mixed media, including collage and assemblage
- sculpture
- land art
- installation
- printmaking: relief, intaglio, screen processes and lithography
- film, television, animation, video, photography: lens-based and/or light-based media and new media.

## Aims of the course

You will be encouraged 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 inter-relationships 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.

## Assessment Objectives

**AO1:** Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding.

**AO2:** Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops.

**AO3:** Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress.

**AO4:** Present a personal and meaningful response that is appropriate to intentions and make connections between visual and other elements.



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[tallisvisualmediaarts.weebly.com](http://tallisvisualmediaarts.weebly.com)

[@tallisartdept](https://www.instagram.com/tallisartdept)

or contact Curriculum Leader for Art, Ms Gibson:  
[kgibson@thomstallis.org.uk](mailto:kgibson@thomstallis.org.uk)