



Examination Board: CCEA

## Overview

The study of Art and Design nourishes, enhances and celebrates students' creative, intellectual and artistic abilities. CCEA's new GCE Art and Design course builds on the art, craft and design experiences gained by students who followed GCSE Art and Design or other similar qualifications. The AS (Advanced Subsidiary)/A2 structure of this GCE means you can study for the AS Level award, completing units AS 1 and AS 2 and then decide if you wish to continue to A2 Level where you will complete the two additional units: A2 1 and A2 2. This will lead to an award for the full Advanced GCE.

The new specification (for first teaching in Sep. 2016) includes the following options:

- Art, Craft and Design – Combined Studies
- Photography and Lens-Based Media
- Three-Dimensional Design
- Textiles

### **Q. Why study GCE Art and Design?**

The creative industries are a fast-growing area of the economy and are key to economic success. Northern Ireland and the UK have an established reputation in these industries. The study of Art and Design creates a pathway to a future career in a creative-industries-related field.

This specification is designed to broaden and deepen knowledge, skills and contextual understanding of a range of art, craft and design disciplines. It prepares students for further study in art and design or in a related field.

This qualification is designed to promote and reward:

- Independent learning
- Personal development and motivation
- Ability to make creative connections, find alternative approaches and take risks in creating art and design work
- Aesthetic awareness and intellectual capabilities.

Art and Design encourages students to make personal connections, explore their identity, and develop their philosophical and spiritual understanding.

The study of Art and Design has an inherent capacity to develop key transferable skills and qualities which are highly sought after by employers. These include creativity, problem solving, resourcefulness, resilience, imagination, empathy, and innovation. Higher order thinking skills such as researching, analysing and reflecting are fundamental to this qualification.

### **Q. What do I need to take this course?**

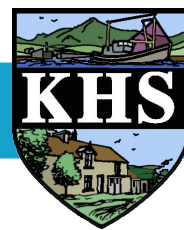
The course is designed to promote continuity and progression from the study of Art and Design at GCSE level and other similar art and design qualifications. The AS level builds on but does not depend upon the knowledge, understanding and skills developed at GCSE level. The GCE builds upon the knowledge, understanding and skills developed at AS.

## AS LEVEL

| Unit                                | Content   | Assessment                             |
|-------------------------------------|---|--|
| <b>AS 1: Experimental Portfolio</b> | <p>This unit provides an opportunity for students to develop creative, investigative, experimental, practical, technical and expressive skills; aesthetic understanding; and contextual and critical knowledge. It is designed to give students space to be creative and learn through visual enquiry without the burden of a specified outcome.</p> <p>Students develop, explore and record ideas. Students base their portfolio on a theme that CCEA issue in a stimulus paper at the beginning of the AS course. The following assessment objectives apply to this unit:</p> <ul style="list-style-type: none"> <li>• AO1 – Knowledge and understanding</li> <li>• AO2 – Creative process</li> <li>• AO3 – Skills</li> <li>• No final outcome</li> </ul> | <p>50% of AS</p> <p>20% of A Level</p> |
| <b>AS 2: Thematic Outcome</b>       | <p>In this unit, students respond a theme that CCEA issue in a stimulus paper at the beginning of the AS course. It includes developmental work and an outcome that stems from the research and exploratory work completed for Unit AS 1. All four assessment objectives are assessed in this unit, but Assessment Objective 4 (Outcome) is weighted more heavily than the other three assessment objectives.</p>   | <p>50% of AS</p> <p>20% of A Level</p> |

## A LEVEL

| Unit   | Content   | Assessment                             |
|--|---|--|
| <b>A2 1: Personal &amp; Critical Investigation</b> | <p>This unit includes both practical and written investigations and the use of theoretical research. Students demonstrate understanding through integrated practical and written forms. The following assessment objectives apply to this unit:</p> <ul style="list-style-type: none"> <li>• AO1 – Knowledge and understanding</li> <li>• AO2 – Creative process</li> <li>• AO3 – Skills</li> <li>• No final outcome</li> </ul> <p>Written investigation 1000–3000 words – externally assessed 20% of A2 12% of A level</p> <p>Teachers assess the practical investigation, and CCEA moderate the results. 40% of A2 24% of A level<br/>Written and practical work inform each other and are integrated, but are marked separately.</p> | <p>60% of A2</p> <p>36% of A Level</p> |



## A LEVEL

| Unit                                  | Content  | Assessment                          |
|---------------------------------------|--|-------------------------------------|
| <b>A2 2:<br/>Thematic<br/>Outcome</b> | <p>In this unit, students respond to a theme that CCEA issue in a stimulus paper at the beginning of the A2 course. This unit includes developmental work and an outcome which stems from the personal investigation completed for Unit A2 1.</p> <p>Teachers assess students' work, and CCEA moderate the results.</p> <p>All four assessment objectives are assessed in this unit, but Assessment Objective 4 (Outcome) is weighted more heavily than the other three assessment objectives.</p> | <p>40% of A2<br/>24% of A Level</p> |

## Careers

Animator, Architect, Careers in Art Galleries/Museums, Art Therapist, Display/Window Dresser, Exhibition Designer, Fashion Designer, Fine Artist, Florist, Furniture Designer, Graphic Designer, Hairdresser, Illustrator, Interior Designer, Landscape Designer, Make-up Artist, Packaging Designer, Painter & Decorator, Photographer, Costume/Set Designer, Art & Design Teacher, Careers in Advertising, Model Maker, Jewellery Maker, Web Author/Designer, Nursery School/Early Years Teacher, Sign Writer, Traditional Crafts Worker, Special/Visual Effects Designer Textile Designer, Cartoonist, Cabinet Maker, TV/Film Director, App Designer and more.