

Entry Requirements-

While we currently have no specific requirements for subject entry, qualities we do look for are-

- Creativity, the ability to explore, experiment and evaluate work.
- The ability to analyse and develop work and to work with a level of logic.
- Skills in communication and presentation.
- Enthusiasm.
- Commitment

Course structure-

Edexcel's GCE in Art and Design comprises four units. The AS is the first half of the GCE course and contributes 50 % of the total Advanced GCE marks.

AS Unit 1 - Coursework

30% of Advanced GCE, 60% of AS

AS Unit 2 - An exam project with 16 weeks to prepare for a timed test over 2 days.

20% of Advanced GCE, 40% of AS

The A2, the second half of the Advanced GCE, comprises the other 50 % of the total Advanced GCE marks. Work presented for assessment must cover fully all four assessment objectives.

A01 - Record observations, experiences, ideas, information and insights in visual and other forms, appropriate to intentions **25%**

A02 - Analyse and evaluate critically sources such as images, objects, artefacts and texts, showing understanding of purposes, meanings and contexts. **25%**

A03 - Develop ideas through sustained investigations and exploration, selecting and using materials, processes and resources, identifying and interpreting relationships and analysing methods and outcomes.

25%

A04 - Present a personal, coherent and informed response, realising intentions, and articulating and explaining connections with the work of others. **25%**

The skills you will cover and learn

Photography

- the uses of light
- film types, film speeds, grain of film stock, infra red and other specialised films
- view points, composition, depth of field
- dark-room techniques
- acquisition and manipulation of the image through computers, scanners, photocopiers and computer software.

Digital photography

- the uses of light
- the basis of digital photography
- viewpoints, composition, colour temperature
- the use and qualities of image acquisition hardware and software and image manipulation and analogies between digital and other forms of photography
- the relationships between colour and tone for screen- and print-based media
- the use of a range of tools, both software (brushes, cloning, selection, processing) and hardware (graphics tablets, digital pens, printers, scanners, cameras)

Contextual Studies

Artist research and response is an integral part of the course, amounting to over 25% of your grade. This will be taught as part of the project, holistically and also through individual tutorials so you explore artists and photographers relevant to your ideas and their direction. We have an extensive Art library to assist this as well as running trips to London, Birmingham, Milton Keynes and Warwick Galleries.

Facilities and Equipment

We have digital SLR's and 35mm SLR's. 15 laptops with Adobe Photoshop. Black and White Dark room with enlargers, printing and developing equipment.

Students will not have to provide their own cameras, but will be encouraged to do so as the course moves on. Film and paper is available at cost price, if they exceed their initial allowance.

For further information see Mr Phillips

