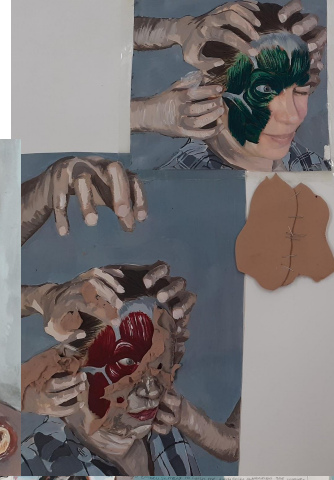
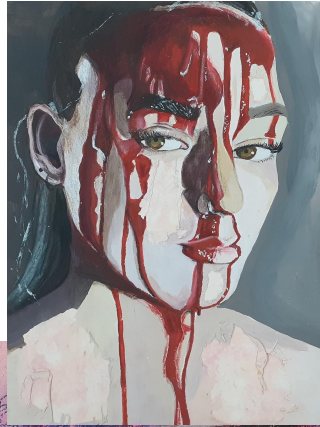
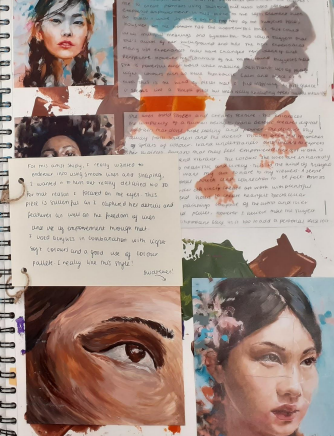


# A-Level Fine Art



Media Experimentation



# Course information - Component 1

- This is the coursework component worth **60%** of the students' grades.
- This component will be completed with **3 projects** that will all be finished by the February of Year 13.
- There is also a **written element** in which students have to write a short essay between 1000-3000 words on a subject matter of their choice. This is internally assessed and then a sample is externally moderated.

**Skills project:** ½ term. Focus on developing skills set

**Unusual viewpoints:** 1 ½ terms. Focus on finding strengths and interests.

**Personal investigation:** 2 ¼ terms. This will include the 1000-3000 word essay. Focus on creating personal, purposeful and meaningful independent work.





# Course information - Component 2

- This is an externally set task worth 40% of the students' grades. Students are given their exam paper in February and complete a preparatory sketchbook, with their 15 hour exam in Year 13 taking place at the beginning of the summer term.

**04 Perspective**  
Depth, space, angle and viewpoint are key features in the exploration of perspective by artists. Maria Helena Vieira da Silva's architectural paintings, the cartoons of Linda Dunn-Bussell, the colourful landscapes of David Small and the interior installations of Peter Kogler investigate perspective in different ways. Produce your own response, making reference to appropriate work by others. [96 marks]

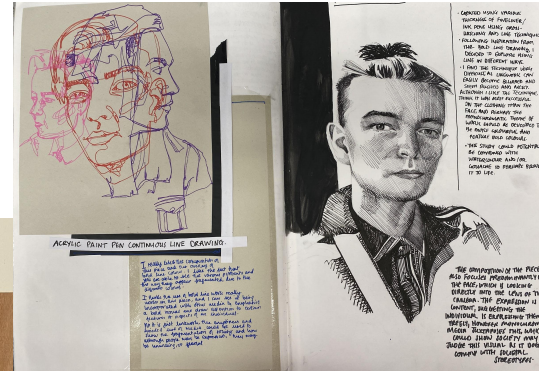
**05 Work**  
Work has provided a rich source of inspiration for artists. Jean-François Millet painted 'The Glassmen', which focused on people working in a rural setting. Fernand Leger produced bold representations of groups of construction workers. Pierre Courbot photographed Spanish miners and a worker was the central feature in Jacob Epstein's dynamic sculpture, 'The Rock Drill'. Research relevant examples and produce a personal response. [96 marks]

**06 Towers**  
Towers can be imposing, iconic and industrial. Robert Delaunay produced a series of colourful paintings of the Eiffel Tower and Tony Bevan produced paintings of tower-like structures. Bernd and Hilla Becher made documentary photographs of water towers and structures. Simon Rodia used a variety of materials in making 'The Watts Towers'. Investigate relevant examples and produce a personal response. [96 marks]

**07 Insects**  
Many artists have been inspired by the anatomy, shapes, colours, patterns and behaviour of insects. Regina Silveira has used large images of insects in her installations and of insects. Nicolas Reusen's macro photography emphasises their details. The scarab beetle was a key element in the art and culture of Ancient Egypt. Investigate appropriate contextual material and produce a personal response. [96 marks]

**08 Interwoven**  
Line and form can be interwoven to produce complex images and constructions. The interwoven line is an important element in Celtic art. Richard Deacon created bold, flowing sculptural forms that explore and define space. Al Held created arrangements of interwoven linear shapes in his colourful paintings. Produce a personal response, making reference to appropriate examples. [96 marks]

END OF QUESTIONS



# Course details

- **Exam board:** AQA Art and Design
- **Assessment:** Your work will be assessed based on the 4 main assessment objectives:
  - AO1- Develop
  - AO2-Explore
  - AO3-Record
  - AO3 -Present



## Extra curricular activities

- Students have the opportunity to visit art galleries abroad with residential trips as well as department arranged trips to some of the fantastic galleries in London.
- We will also be offering some workshops with real artists in 2021-2022 so you can see in real life how some of these amazing pieces of art are created.

# Career pathways

- A Fine Art A-level can open up a multitude of different options for university as it not only teaches you the skills to produce high quality work, but it also creates creative and problem solving thinkers which can apply these skills to almost any job.

## 60 Visual Arts CAREERS

ADVERTISING	FASHION	PHOTOGRAPHY/FILM
<ul style="list-style-type: none"><li>• Art Director</li><li>• Creative Director</li><li>• Graphic Designer</li><li>• Typographer</li><li>• Web Designer</li></ul>	<ul style="list-style-type: none"><li>• Fashion Designer</li><li>• Jewelry Designer</li><li>• Makeup Artist</li><li>• Stylist</li></ul>	<ul style="list-style-type: none"><li>• Cinematographer</li><li>• Costume Designer</li><li>• Fashion Photographer</li><li>• Photo Editor</li><li>• Photojournalist</li><li>• Set Designer</li><li>• Special Effects Makeup Artist</li><li>• Studio Photographer</li><li>• Wedding Photographer</li><li>• Wildlife Photographer</li><li>• Videographer</li></ul>
ARCHITECTURE	FINE ARTS	PUBLISHING
<ul style="list-style-type: none"><li>• Architect</li><li>• Interior Designer</li><li>• Landscape Architect</li><li>• Urban Designer</li></ul>	<ul style="list-style-type: none"><li>• Ceramicist</li><li>• Fiber Artist</li><li>• Mixed-Media Artist</li><li>• Muralist</li><li>• Painter</li><li>• Portrait Artist</li><li>• Printmaker</li><li>• Sculptor</li></ul>	<ul style="list-style-type: none"><li>• Comic Book Artist</li><li>• Illustrator</li><li>• Medical Illustrator</li><li>• Storyboard Artist</li></ul>
COMPUTER GRAPHICS	MUSEUM/GALLERY	OTHER
<ul style="list-style-type: none"><li>• Computer Animation</li><li>• Concept Artist</li><li>• Digital Illustrator</li><li>• Motion Graphics Designer</li><li>• Video Game Designer</li><li>• Visual Effects Animator</li></ul>	<ul style="list-style-type: none"><li>• Curator</li><li>• Dealer</li><li>• Docent</li><li>• Gallery Owner</li><li>• Museum Educator</li></ul>	<ul style="list-style-type: none"><li>• Art Therapist</li><li>• Cake Decorator</li><li>• Caricaturist</li><li>• Courtroom Sketch Artist</li><li>• Event Planner</li><li>• Food Stylist</li><li>• Industrial Product Designer</li><li>• Police Sketch Artist</li><li>• Tattoo Artist</li></ul>
EDUCATION		
<ul style="list-style-type: none"><li>• Art Camp Director</li><li>• Art Professor</li><li>• Art Teacher</li><li>• Community Studio Owner</li></ul>		

the art of education [www.theartofed.com](http://www.theartofed.com)

### 8 Skills Employers Are Looking for in 2021:

**1. Creative problem solving and innovation**

2. Communication skills

**3. Time management**

4. A growth mindset

**4. Emotional intelligence**

5. Collaboration

**6. Adaptability**

7. Active listening

8. Leadership

Information from "Top Resume" January 2021

# Why RHS?

- Students have had very good Fine Art results over the last few years with a **100% A\*-A** result in 2019.
- Students have access to all of the art rooms during their free time allowing them to have the space and resources to successfully complete work outside of lesson time.
- Students can also book 1-2-1 sessions with staff outside of lesson time if they need extra guidance.
- We have strong, passionate and knowledgeable teachers. You are encouraged to be creative and follow the aspect of art that you are interested in to help you become a more independent learner and artist.



# Past student success



**Amrita Bansal**

**A**

Went on to read  
Architecture at university



**Amber-Leigh Hayes**

**A\***

Offered a place to read  
Paramedic Science at  
university



**Leah Kavanagh**

**A**

Went on to read Primary  
Education at university



**Ruby Fellows**

**A**

Went on to University  
of Northampton to  
study fine art painting  
and drawing.

# Associated trips



## Visit to MOMA, New York

There is the opportunity to visit the Museum of Modern Art in New York, where students can see many different types of modern art from classic painting to performance and video art.



## Gallery visits to support coursework

Students will be given the opportunity to go on gallery trip visits to really embrace some of London's most famous galleries, with options such as the Tate Modern, Tate Britain, the Hayward Gallery, the Saatchi Gallery, the Royal Academy and many many more. These will be tailored to support students in completing their coursework and exam modules.

# FAQs

- **Will it take much of my time?**

As it is a coursework heavy subject it will take more of your time than other subjects. However, you do have 'free' lessons which gives you time to complete this work. You are allowed to use the Art rooms in your frees to help support this.

- **How is it different to GCSE?**

The AO's and basic structure are the same. You are expected to create higher quality and larger pieces and to an extent produce more work. You are also expected to create work based on your own interests and ideas, with the support of staff.

- **What could I do with an A-level Art qualification?**

Having an Art A-level develops multiple skills that can be applied in many settings, whether you go on to complete creative higher education or not such as; time management, problem solving, creative thinking, adaptability, emotional intelligence to name a few.