



A-level Fine Art

Board and Specification: OCR (H601)

Head of Art & Design: Mrs. T Jones (t.jones@cwlc.email)

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Subject specific entry requirements:

Grade 6 in GCSE Art and Design or Merit in Level 2 BTEC Extended Certificate

Grade 5 in GCSE English Language/ Literature.

What skills are required of students?

- Independently develop ideas through sustained and focused investigations in response to a given starting point.
- Produce imagery informed by contextual and other sources which informs their practical work.
- Explore ideas, techniques and processes, record observations, critically review and refine work and produce coherent outcomes.
- Develop the ability to communicate their understanding of the development of fine art, genres and practitioners, considering the way that these change and evolve within chronological and other frameworks.

Course Outline

In A-level fine art, students are required to choose one or more areas of study from a selection. Some examples are:

Portraiture	Narrative	Experimental Imagery
Landscape	Abstraction	Installation
Human form	Still Life	Working in a genre

Module titles and codes:

H601 (01) Fine Art: Personal Investigation:

1. A portfolio of practical work showing their personal response to either: a starting point, brief, scenario or stimulus which is devised and provided by the learner or centre.
2. A related study: an extended response of a guided minimum of 1,000 words.

H601 (02) Fine Art: Externally Set Task (15 hours)

The early release paper will be issued on 1st February and will provide learners with a number of themes each with a range of written and visual starting points, brief and stimuli. A response should be based on one of these options.

What kinds of work will you do in class and at home?

Learners will explore, research and acquire techniques and develop their skills, knowledge and understanding in a range of media. They will explore relevant images, artefacts and resources relating to Fine Art. Learners may use traditional methods and/or digital techniques to produce work. They are expected to demonstrate specialisation in particular materials, media or processes to allow for an appropriate depth of study. This can be achieved by working toward the extension and development of particular themes, ideas or issues. Drawing skills should be understood and developed as appropriate to the ways of recording and communicating intentions, ideas and emotions in the context of Fine Art.

Learners will be required to demonstrate skills in the understanding and use of pictorial space and real space, composition, rhythm, scale and structure. They must show an understanding and application of formal elements such as colour, line, tone, texture, shape and form, selecting, editing and developing ideas. Learners must use appropriate visual language and terminology within Fine Art. They will show understanding and use of relevant conventions and genres in Fine Art such as figurative, abstract and symbolic.

Learners will also build and evidence an understanding of relevant technologies, materials, processes and resources. Show and understanding of continuity and change in different genres, styles and traditions relevant to Fine Art and the chosen areas of study within this specialism. They must demonstrate how ideas, feelings and meanings can be conveyed and interpreted in images and artefacts and how images and artefacts relate to the time and place in which they were made and to their social and cultural context.

What other A-levels does this subject connect well with?

Film Studies	History	English Literature	Politics
Photography	Sociology	Psychology	

What types of university course will be helped by this A-level?

A-level fine art has numerous applications and an array of higher education and university courses are available. These are some of the possibilities:

Fine art	Interior and spatial design
Illustration	Graphic communication
Architecture	Interior architecture and design
Game art	Interior architecture and design
Animation	Three dimensional animation and design
Fashion	Design (animation, visual effects, game art)
Costume & performance design	Photography
Visual effects	