

Link to exam board specification:

[Edexcel A level Art and Design 2015 | Pearson qualifications](#)

Course Overview:

The specification encourages candidates to:

- Engage critically with issues and current affairs as well as develop exciting work based on their own creative insight through photography
- Use synthesis and develop skills which need to be explored in several creative ways
- Think and work independently; research information and strategies to help complete aspects of their work throughout their folder
- Time-manage workload by working in and out of the Art Department and using feedback to develop ideas independently

Areas of study:

Areas of study include:

- Working in film, video, digital imaging and light-sensitive materials
- Knowing the operations and principles of creating a photographic image, including the use of available and controlled light, lenses, cameras and light-sensitive materials, including digital and non-digital
- Looking at a range of materials used in photography, including print and screen-based materials
- Understanding how the formal elements evoke responses in the viewer
- Knowing the processes for production of digital and print-based photographs
- Using methods of presentation of photographic images
- Understanding sustainable materials and production processes in the construction of work
- Looking into the potential of collaborative working methodologies in the creative process

Course Requirements:

The minimum requirements are a 4/Pass in a Level 2 Art & Design qualification. An additional Grade 4 in English will also be useful.

Where can this course take me?

Students can progress from this qualification to:

- Further education courses such as the BTEC Level 3 Foundation Diploma in Art and Design (QCF)

- Higher education courses such as BTEC Higher National Diplomas in art and design subjects, or direct to a BA Honours degree with an art and design or photography focus
- Apprenticeships within a workplace setting
- Employment in a related sector such as film and theatre, curation, design, illustration, and visual communication, as well as developing pathways into advertising and marketing

Year 12:

- Students will develop knowledge, skills and understanding in the following areas:
- Film types, film speeds, specialised films which will facilitate the processes of generating and developing ideas, pushing/pulling films and reciprocity failure
- Viewpoint, composition, focus, aperture, shutter speed, exposure, through the lens metering
- Techniques such as polarisation and solarisation when printing, photograms, photomontage

Year 13:

- Students will develop knowledge, skills and understanding in the following areas:
- The relationships between colour and tone for screen and print-based media, screen calibration, colour gamut, file formats such as raw, jpeg, tiff, png
- The use of a range of source material, software and hardware in the generation and development of ideas.
- Various animation processes, such as stop-frame, rostrum and 3D modelling and associated hardware and software