

You've probably been wondering how studying A Levels will compare to your previous studies so we have put together a quick guide and some activities for you to try.



A LEVEL ART, CRAFT AND DESIGN



COURSE OVERVIEW



You will be introduced to a variety of experiences that explore a range of two-dimensional and/or three-dimensional media, processes and techniques, discovering and experimenting with both traditional and new processes. You will develop the use of drawing for different purposes, using a variety of methods and media on a variety of scales. Your work will be recorded and developed through the use of sketchbooks/workbooks/journals/design boards.

By exploring relevant images, artefacts and resources relating to a range of art, craft and design, you will be given a broad knowledge from the past and from recent times.

These will be integral to the investigating and making processes. Your responses to these examples will be shown through practical and critical activities that demonstrate your understanding of different styles, genres and traditions, giving you a broad understanding of subject knowledge.

This course provides you with an exciting opportunity to develop the range of skills required to be a creative practitioner:

- Painting and drawing
- Print and collage
- Mixed media
- Fashion and textiles
- Graphics and digital
- Photography
- 3D design

In addition to learning practical skills, you will develop the skills required to become an independent and successful art practitioner.

We expect our students to be highly motivated and to be able to work independently. As you progress through the course, you will become increasingly confident in being able to produce coursework that shows individual creativity, alongside good technical control over the quality of the imagery produced and presented. A high level of attendance and punctuality are essential to success in Art, Craft and Design, as well as a passion for creativity. That means working in breaks and in your study time.

RECOMMENDED EQUIPMENT

We have a range of materials available to use while you are at college but to make the best of your skills you will need to purchase specific materials from time to time depending on the type of work you are passionate about. The department has a well stocked shop with heavily discounted materials to help you on your artistic journey.

A £15 studio fee covers many of the basic materials and equipment required including a sketchbook for your first assignment.



PROJECTS & ASSESSMENT

In the first year, you will complete a series of 'workshop' based projects to build your skills. You will need to meet target grades in Year 1, in order to progress to Year 2. In Year 2, you will produce two Components of work that will count towards your final grade. Component 1 runs up to January and is worth 60% of your final grade. Component 2 runs from February to May and is worth 40% of your final grade. Component 2 has a 15-hour controlled test at the end, where you will produce your final work for that project. All work is visual and practical in nature and is classed as 'coursework'. Your projects will cover aspects such as: research, responding to the work of others, observing and visually recording your subjects, experimentation with materials and resources, developing personal ideas, written reflections on progress, refining your work, and producing a high quality, personal final outcome. In the main, your work will be presented through sketchbooks and journals, and in the form of 'final pieces', fit for exhibition. This enables you to produce professionally presented projects, and allows you to develop the skill of presentation. The entirety of your projects in Year 2, from starting points to final outcomes, count towards your grade (not just the final outcome). There are some written elements, where you will undertake research into the work of other artists for inspiration, and you will also reflect on and evaluate your own progress, discussing creative ideas, strengths and improvements to be made.

All 'Components' are internally assessed and verified against the AQA (exam board) assessment criteria. There are 4 'Assessment Objectives' that remain constant throughout the whole two-year course. The teaching staff assess your work, which is then checked by an external examiner from the exam board.

PROGRESSION OPPORTUNITIES

You will learn a wide range of specialist skills across the different art disciplines including fine art, ceramics, photography, graphics and textiles to allow you to develop your own creative skills to help determine your chosen future pathway. You will also learn a large range of industry standard software skills and techniques; the hardware and software we provide is industry standard and in line with current industry expectations. You will develop the skills needed to effectively and creatively respond to a client's specific requirements whilst developing a personal portfolio of work suitable for a progression interview. As your creative problem-solving skills grow you will increasingly work with greater confidence and independence. We also develop your wider employment skills such as team work, time management, research techniques, reflective and lateral thinking.

DID YOU KNOW THE CREATIVE SECTOR IS THE FASTEST GROWING INDUSTRY IN THE WORLD?

Future career opportunities may include: Web Designer, Photographer, Animator, Illustrator, Fashion Designer, Graphic Designer, Ceramics Designer, Fine Artist, Interior Designer, Production Designer, Social Media Professional, Teacher, and many, many more...



HOW BEST TO WORK

The best thing you can do is to have a genuine passion for creativity, design and art. Be curious, dedicated, hard-working, be able to take criticism and accept and work on mistakes. Art can often mean repeating things many times till you learn the skill, so be patient, be forgiving. It can mean learning to let go of perfectionism and learning to think more flexibly. An open mind and willingness to listen and take advice will benefit you hugely during your time in college.

RECOMMENDED ACTIVITIES

To prepare you for your upcoming course and get your brain engaged in thinking creatively we have a few pages of activities for you to try. We have included a range to suit different situations as we understand some of you may have more experience/materials than others. We want to see what you have done when you start in September so keep documenting anything you do in photographs or a sketchbook.

TASK 1

MAKE YOUR OWN JOURNAL



YOU WILL NEED:

- A ruler and a pencil,
- Cardboard,
- Cutting tools (scissors, / Stanley knife/guillotine),
- String,
- Hole punch,
- Mixed papers (for your pages)
- Glue (if you plan on adding a book jacket)

There are loads of ways in which you can create your own little Sketchbook or journal, and no doubt there are lots of resources on the internet too, so feel free to try this one but also have a look and choose another style or combine a few!

If this method below is too difficult or you don't have the materials you can try a simple folding technique with just paper and scissors, check [here](#) and [here](#) for folding methods (and remember the bigger the paper you start with, the bigger the end book!)

Continue to the next page to learn the technique to make a bound journal like the photos above.

INSTRUCTIONS

1. Decide what size you want your book to be...we did ours at A5 (that's half A4 – standard printer paper size) and create a template. Cereal boxes are great for this.

2. Choose yourself some papers. We used a mixture of old sketchbook paper (including some with old paint splodges and doodles), vintage books and magazines. – It's nice to mix up the textures and backgrounds. Cut out a bunch of pages using your A5 cereal box template.

Tip: add envelopes for a nice addition too to add any found items you might want to collect, e.g. leaves, feathers etc.



CONTINUE BELOW!

3. Binding – there are tons of ways you can bind your sketchbook/journal and we recommend you look this up and experiment. But to keep it super simple, we literally just used a standard hole punch and threaded string through.

Tip: add thicker pages to the front and back—or use your cereal box again (and maybe cover with some nicer papers to make it look a bit more appealing.)

Don't have any string? Use an old shoelace, or use a ribbon.

You can finish the journal here or continue the tutorial on the next page to add a cover/book jacket to your journal to make it more attractive and hard-wearing!



CONTINUE BELOW!

4. Add a book jacket. For this bit you need some more cereal box/or cardboard... draw around your template in a row, 2 and a half times length-ways – BUT the half needs to be in the middle (this will form your spine.) See Diagram to the right.

Stop! Don't cut it yet! add an extra 1cm boarder all the way around before cutting out.

Cover your book jacket with something if you've used a cereal box. If you chose some interesting looking card instead, this is an unnecessary stage... but if not you can now personalise! Cover your jacket by doodling, painting, gluing fabric or nice papers to it.

5. Score the spine. – Using a ruler and your scissors gently and carefully score lines down the spine, this then enables you to fold your book jacket to form a neat cover around your pages.



CONTINUE BELOW!

6. Hole punch – Doh! This isn't going to work at this stage, instead using one of your pages from your book that you've already punched holes in lay over the top of your cardboard jacket and mark off where the holes need to be (front and back)...poke the holes instead! – you'll need a sharp pen/pencil or knitting needle.

Tip: if you're struggling to carefully make holes, poke a smaller hole first with a pin/needle/badge or something small and pointy. This then makes it easier to push a pencil through to widen it. All that's left to do now is to pop your pages inside and thread the strings!



NOW FILL YOUR JOURNAL WITH THE ACTIVITIES BELOW!

CREATIVE BINGO

Try to complete a row across, down or diagonally on the bingo grid of activities. Creativity is a muscle which needs to be exercised! The more you challenge yourself, the more your creativity will grow and help you succeed on your chosen course. Further instructions and examples for these tasks can be found further through the study pack. Even trying out just a couple of these tasks will teach you to think and create in new and unique ways. If you can't complete a row try to do at least 4 activities.

Make a page of rust-stains on paper or fabric, try different layouts or specific shapes like letters.

Make a page of flower pounding prints. Google 'flower pounding' for help.

Make a 10 second stop motion sequence using a phone app.

Make a robot out of recycled materials.

Recreate a famous work of art using things from your home. Look at [#gettymuseumchallenge](#) for inspiration.

Use <https://www.piskelapp.com/> to make a character sprite.

Draw a portrait without taking your pen/pencil off the page. Search 'continuous line drawing' to see examples.

Draw a page of circles or squares and then turn each one into a recognisable object e.g. a TV, a basketball etc. See [here](#)

Draw continuous loops and lines over each other on a page and turn the shapes into monsters. Or fill with pattern. See example [here](#)

Use newspapers/magazines and collage materials to create a landscape.

Make a fact-file about a famous artist. Why do you like their work?

Use things from the kitchen or nature to make marks e.g. grass, coffee, fruit peels etc

Take a photo of a landscape/room to use as reference. Draw it with pen and use water to smudge the lines and add shading.

Show the process of decay by biting into a fruit and then taking a photo of it every day for 30 days.

Take 9 photos of things of a certain colour and arrange into a 3x3 photo collage grid using an app.

Make an oil pastel monoprint. See [here](#) Or [here](#)

Divide a page into 6. Draw an object in each section while listening to 6 different genres of music. See how the music changes the look of the drawing.

Set a 5 minute timer on your phone and draw your hand. Switch the pose of your hand every 5 minutes and draw again until your page is full.

Practice beginner hand-stitches in some scrap fabric using a youtube tutorial.

Create your own clay using one of [these](#) methods and make a [pinch pot](#).

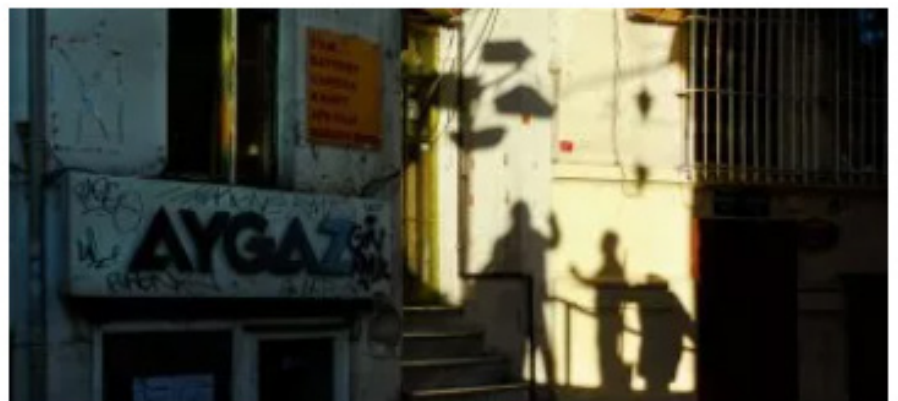
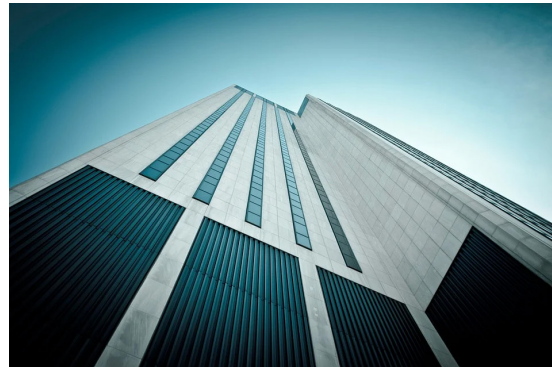
Please do these activities in your handmade journal or collect together into a file to put into a journal.

Each day use your phone/camera or sketch/paint to capture the challenge for that day. You can interpret the challenge prompts in any way you want. Try to be experimental in your approach.

TASK 2

DAILY IMAGE CAPTURE CHALLENGE

1. Something green
2. Look up
3. Fill the screen
4. Old
5. Makes me smile
6. Reflection
7. Tilted
8. Distance
9. Flora and fauna
10. Broken
11. Shadows
12. Outside in
13. Candid
14. Upside down
15. L is for...
16. Artificial
17. Texture
18. Leading lines
19. Action shot
20. Colourful
21. Angular
22. Skyline/horizon
23. Wrinkled
24. Hiding
25. Look down
26. Tiny
27. Technology
28. Something sweet
29. First thing you see
30. Tunnel



Tips for Using Natural Framing to Improve Your Composition

[Click the image above for some helpful photography guides.](#)

BINGO TASK INSTRUCTION

RUST STAINED TEXTURE

The textures that this creates are fantastic for scanning in and editing or using in collage and textiles to create interesting compositions.

YOU WILL NEED;

- A small container - a tray or some old Tupperware tubs will be useful
- Scraps of fabric - An old bed sheet or have you had a clear out in your wardrobe. Make sure the fabric is unwanted and please ask your parents and guardians first before cutting up any fabric
- Old rusty metal like screws, nails, paper clips, staples etc etc. Anything metal you can find which is going rusty. Please be extra careful when handling sharp objects, wear gloves.
- Vinegar
- Salt

You can also try this method on paper too if you don't have any fabrics available. Why not think about the way you lay the rusty items on the paper or fabrics, to create unusual patterns or letters. For some inspiration take a look at this artist who uses rust staining in their works. Julia Wright <http://www.juliawright.co.uk/home>



INSTRUCTIONS

1. Wet the fabric to be dyed.
2. Place the fabric flat into the container.
3. Place your rusty objects on the top of the fabric, or attach them if you are using something like a paper clip/ pins or staples.
4. Then spray a mix of equal parts of vinegar and water on the fabric or if you don't have a spray bottle you can pour a mix of vinegar and water onto the fabric, try not to soak the fabric too much as this will take too long to dry out.
5. Leave for a few days to allow the oxidation to set in. The longer you leave the fabric with the rust the deeper the colour becomes.
6. Once you are happy with the colour you will notice the fabric will be stained with the pattern from the rusty object you have chosen to use.
7. To stop the rusting process and set the fabric, soak in a water and salt solution. A cheap table salt will work.

RECOMMENDED WEBSITES

1. <https://terawell.net/terawell/?lang=en>
2. <https://doll-a.net/terawell/>
3. <http://reference.sketchdaily.net/en>
4. <https://quickposes.com/en>
5. <https://line-of-action.com/>
7. <http://www.posemaniacs.com/>
8. <https://www.metmuseum.org/>
9. <https://1x.com/photos>
10. <http://www.goodillustration.com/>
11. <https://www.thisiscolossal.com/>

These sites work together well. The first is a program that allows you to pose a 3D model to make reference poses for drawing. The second has collections of ready made poses that have been created with the software. Great for drawing/illustration.

A collection of sites to help you practice drawing people. Try to do quick drawing exercises each day to keep this skill developed.

The Metropolitan Museum of Art has made more than 375000 works of art available for unrestricted use and HD download.

Two sites with collections of current illustrators, graphic designers and photographers for inspiration.

This is a great art and design news/feature blog that takes work being done by different artists around the world and showcases their current projects and their thoughts behind it. Great for finding out about current art trends and how artists think and work.

RECOMMENDED APPS

<https://rizer.co/pixaki/>

<http://artflowstudio.com/>

<https://sketchbook.com/>

For drawing/painting : <https://www.pixpa.com/blog/drawing-apps>

For photo editing: <https://launchberg.com/10-best-free-photo-editor-apps/>

RECOMMENDED VIDEOS

The youtube channels below are great for technique and software practice. The best thing you can do if you are interested in certain art styles or artists is to follow them and watch how they work. Watch any live streams the artist may do, seeing them work live is a good way to find out how to approach a drawing. Click the links below to be taken to the channels.

1. [Adobe in a minute](#)

2. [Spoon Graphics](#)

3. [Sycra](#)

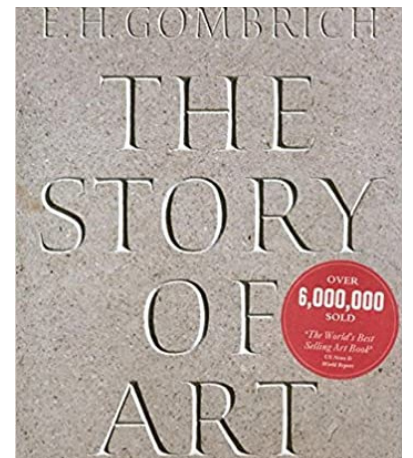
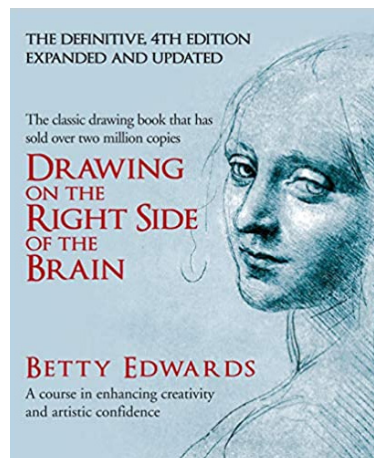
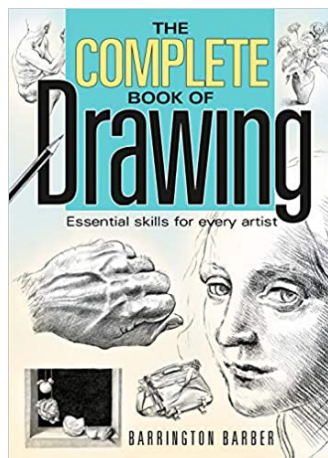
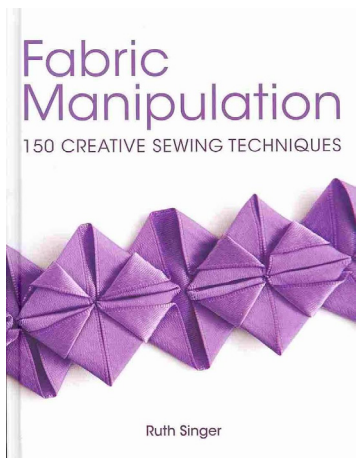
4. [Schaefer Art](#)

5. [ArtProf](#)

6. [Disney Academy](#)



RECOMMENDED BOOKS



Click the images to go to their Amazon pages. We also have many art and concept art books in our library for you to borrow when you get to college.



Contact Us

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