

SUNKER MORK **ALEVEL** ART

STUDENT NAME:





#INVESTINYOURFUTURE

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About the Summer Work

This booklet contains a number of tasks that students are expected to complete to a good standard in order to be enrolled in this subject.

The work handed in should be:

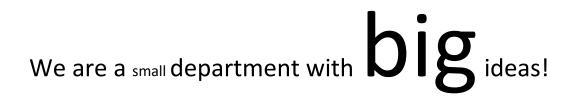
- Presented on cartridge paper or in a sketchbook
- Fully completed to a high standard
- Presented at a professional standard
- Aesthetically pleasing
- Individual to your style/ who you are as an artist
- Innovative and creative
- Written aspects should be typed if handwriting is difficult to read

This booklet also contains significant additional information and a range of optional tasks. We would encourage you to complete all the tasks including the optional ones to fully prepare for Sixth Form study.

We will be sending out further information about an Art pack that you will be expected to purchase before A level Art and Design study. This will include essential equipment needed for the course. Details will be added to Parent Pay where necessary.



Welcome to Art and Design



We look forward to seeing who you are, and what you can do.

So...Challenge ideas, make new things, explore opportunities, work together, inspire others, be inspired by others, learn new ways, excite with visuals, push boundaries, strive for perfection, strive for imperfection, share, tell, draw, paint, build, capture, photograph, print, sew, write, collage, make structures... Any more for any more??

Oh yes... Impress us with your Summer work. First impressions and all...

Art is the **Study** of materials and techniques when combined with ideas and **CONCEPTS**. Our general Art and Design course aims to provide students with a **VAST** array of skills to allow them to develop into any **Artistic** specialism. We make artwork out of so many different **Processes**, from drawing and painting to performance and sculpture, collage and photography to graphic design and textiles. Most students **Choose** to study this course if they are considering studying a higher-level Art and Design course in the future, however some students choose it simply due to their **love** of creativity. Although making artwork is time consuming, it is also a very therapeutic and rewarding process, to make something **Visual** that can be enjoyed and admired by others. For many



students their artwork is a form of release and the biggest ingredient for **SUCCESS** in this course is a love for the subject.

Students are **expected** to spend at least 4.5 hours per week on their artwork, but

many students spend longer than this, as making artwork can be ${\sf time}$

consuming.

The first year of the course teaches students lots of new and exciting techniques and

processes. It allows for **experimentation** and trial and error.

Year 2 is made up of coursework and exam components, with Component 1 being worth

60% of the overall grade and Component 2, the exam, being **WOrth** 40% of the A level.

Work is assessed internally and then externally when the AQA moderators visit us.

An excellent student in Art and Design is someone who;

- listens to, and learns from, feedback
- Understands the assessment objectives
- Is naturally creative
- Creates lots of artwork in their own time
- Is inspired by everything around them
- Takes lots of photography
- Is always on the lookout for new ideas
- Uses the art studio in their free periods
- Makes friends with fellow Art students
- Is open to trying out new things
- Challenges themselves with their artwork
- Uses the work of other artists to inspire their own workload
- Writes down their ideas and fulfils them
- Never finishes (as there is always another idea that can be trialled!)
- Completes all of the tasks on their 'to do' lists
- Is organised



Careers & Higher Education

- After A level, some students decide to apply to a 1-year Art and Design Foundation course, which can allow for easier access onto an Art based degree course. However, as we cover lots of the techniques that a Foundation course would cover, it is not essential to do this after our general Art and Design A level.
- Art and Design A level students could consider degree's in the following areas;
- Fine Art
- History of Art
- Interior Design
- Graphic Design
- Visual Communication
- Textiles
- Fashion Design
- Surface Pattern Design
- Architecture
- Film
- Photography
- Illustration
- Art and Design A level students could consider careers in the following areas;
- Commercial Artist
- Interior design
- Graphic design
- Fashion design
- Gallery curator
- Architect
- Commercial Photography
- Set design
- Education



FORM #INVESTINYOURFUTURE

Subject specific and general web links;

aqa.org.uk/

Ucas.com

Prospects.ac.uk

Web link to course information guide from D6A website

https://dixonsacademies.sharepoint.com/:w:/r/sites/dixons6a/_layouts/15/Doc.aspx?sourc edoc=%7BC67ECF3F-E71C-4F62-9F21-7C5338EF5782%7D&file=Art.docx&action=default&mobileredirect=true

AQA Art and Design Specification

https://www.aqa.org.uk/subjects/art-and-design/as-and-a-level/art-and-design-7201/subject-content/art,-craft-and-design



Summer work tasks

Task 1:

The following photography will begin the research you will conduct for project 1 of the course... We'd like you to take a photograph to represent each of these 20 words:

- MUDDY
- CRISPY
- FUZZY
- BROKEN
- CRUNCHY
- FROZEN
- SOFT
- SPIKEY
- TIRED
- ROTTEN
- FURRY
- FILTHY
- LUMPY
- ABRASIVE
- MESSY
- BRISTLY
- FIZZY
- ROCKY
- GOOEY
- SCALY

It's up to you what your 20 photographs look like, as long as each photo is exciting and links to a word from the list.



The photographs must be printed and brought to your first Art lesson, you might print them yourself or use a site like Snapfish or Photobox to have them printed on photo paper!

Task Two:

Throughout the course we will look at a range of artists and explore how the themes and techniques in their work can be linked to your own.

We'd like you to do some research into Clare Caulfield and Inma Serrano, this can be typed or handwritten, please bring your research with you to your first art lesson.

Information we'd like you to collect:

- What materials do the artists commonly use?
- What techniques do they tend to use?
- What inspires their work? Do they explore any themes?
- What do you like about their work?

Please use any online resources to gather this information, for example Google or Pinterest.

Artist 1:

CLARE CAULFIELD

2024 SUMMER WORK



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Artist 2:

INMA SERRANO



We're excited to see the tasks on your first day! If you have any questions please email us <u>sbond@dixons6a.com</u> and we can help!



Research and inspiration list

Things to read;

- 'Tactile' High Touch Visuals, 2007
- 'This is Modern Art' Matthew Collings, Weidenfeld & Nicholson, 1999
- 'Isms- understanding Art' Stephen Little, Herbert Press
- 'Wreck this Journal' *Keri Smith, Penguin, 2012*
- 'Oh Comely' magazine
- Any artists blog...
- Any newspaper

Things to watch;

- Portrait artist of the year, Sky Arts (lots of series', can be caught up online)
- Landscape artist of the year, Sky Arts (lots of series', can be caught up online)
- Grayson's Art Club, Channel 4
- The News, on a regular basis
- Anything on Sky Arts (if you can access this)

Galleries to research/ visit;

- Any University Art and Design degree shows (these usually take place mid-June, are free, and showcase the work of the final year students from all Art courses. The work is always brilliant, and a fantastic source for inspiration for any aspiring artist.)
- The Saatchi Gallery, London
- The Yorkshire Sculpture Park, West Yorkshire
- The Hepworth Gallery, West Yorkshire
- Tate Modern, London

Things to research;

- The Turner Prize
- The Freize Art show
- Conceptual Art
- AQA Art and Design- familiarise yourself with the course