



# THE COOPERS' COMPANY AND COBORN SCHOOL

*Love as Brethren*

Headteacher: Ms Sue Hay, BA(Hons), PGDip, NPQH

## Art Department

### Year 12 Induction Day | FINE ART A-LEVEL

Welcome to the art department. We hope you will find the induction useful, informative and enjoyable, as well as getting a feel for what you will be doing when we hope to see you in September. You will have the opportunity to see the most recent cohort's coursework as well as seeing your art studio. This will be a space exclusively for you to work in during lessons and study periods.

As well as looking through sketchbooks and seeing work, you will also be doing some collaborative practical work.

#### **ACTIVITY: SURREALIST GAME**

- Whilst the fundamental skills of drawing and painting are crucial, what we really want to see from you is interesting ways of thinking, seeing and recording. A good way of doing this is testing you with a surrealist game.
- You will start by simply copying and recording a given image under timed conditions.
- When the time is up you will pass your drawing to your left, and pick out an instruction from the hat.
- You will then have a set amount of time to interpret the instruction on the drawing. It may or may not be obvious. There will be a selection of materials for you to choose from to use.
- When the time is up you will pass your drawing to your left, and repeat, with a different instruction from the hat.

#### **Fine Art**

PATHWAY REQUIREMENTS: A 6 AT GCSE ART

Subject Leader: Mr Withyman

2 Year Linear A Level

Examinations: 40%

Coursework: 60%



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### What is A-Level Fine Art?

A-Level Art and Design offers students opportunities to develop knowledge and understanding of visual problem solving skills through personalised learning, which is underpinned by artist research and analysis. Students will have the opportunity to experiment with a wide range of materials and are encouraged to take risks with their work. The course follows a rigid structure that will ensure all the assessment objectives are met, but is designed to allow each individual to flourish by producing rich, meaningful and exciting outcomes that will push their creative thinking skills.

Sketchbooks are crucial in succeeding, and will provide evidence of a student's ability to address the four assessment objectives outlined below:

**Develop** ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding.

**Experiment** with and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops.

**Record** in visual and/or other forms, ideas, observations and insights relevant to intentions, demonstrating an ability to reflect on work and progress.

**Present** a personal, informed and meaningful response demonstrating critical understanding, realising intentions and, where appropriate, making connections between visual, oral or other elements.

### What makes a good artist?

A successful A-Level art student will have fully addressed the assessment objectives. Their work will reflect a great deal of enthusiasm, effort, ambition, independent learning and an adventurous and enquiring mind over a range of concepts and ideas. A developing personal style, creative confidence and independence in the use of visual language to communicate ideas, feelings and meanings will become evident.

A good artist will be expected to come to lessons with a clear idea of what they intend to achieve, and be able to take on board constructive criticism as well as share their points of view on others' work and ideas. Passion, risk taking and resilience are imperative to success.



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### What can I expect to learn in art?

The fundamental skills of drawing and painting are vital in forming the basis on which to develop ideas. Recording from direct observation and drawing on personal experiences will feature heavily throughout the course; this will allow students to express themselves through experimenting with an expanded range of materials. Students are encouraged to innovate through the inventive use of materials, tools, techniques and processes. Students will develop technical competence and manipulative skills necessary to form, compose and communicate in two and three dimensions to solve problems in visual and tactile forms. Art and artists throughout history will be studied and analysed in order to enrich ideas and underpin development.

### Where could art take me?

Many of the careers of the future will require people with creative and imaginative learning skills. The study of Art encourages students to question their own values, aesthetic perceptions and philosophy of thinking. Students are often challenged by this critical way of thinking. The subject is unique within the curriculum in developing a particularly expressive and experimental way of working when engaging with the visual and tactile world.

All universities and industries are looking beyond just academic success. They are looking for candidates who can offer something more. A confidence in Art and an understanding of thinking laterally in order to solve problems will give students a strong footing when applying for Further and Higher Education.

Life drawing sessions and many other extra-curricular opportunities are available within the department. There are also regular visits to Art galleries, museums and places of interest, both here and overseas.

### TO BE A SUCCESSFUL ART STUDENT YOU MUST:

Show commitment and independence by attending the art studio outside of lesson time.

Have a genuine passion for the subject.

Explore many possibilities and work with a diverse range of materials.

Take risks with your work.

Produce personal, meaningful and exciting works of art.

Involve yourself with extra curricular activities such as gallery visits.

Contribute to the ethos of Love as Brethren.

Have the highest possible expectations for yourself.



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## Art Department

Mr Withyman | Mr Claude | Mr Kilburn | Ms English

[pw@cooperscoborn.co.uk](mailto:pw@cooperscoborn.co.uk)