



Access 3 Art and Design

Draft National Course Specification



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Please refer to the note of changes at the end of this Course Specification for details of changes from previous version (where applicable).

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Course outline

Course title: Access 3 Art and Design

SCQF: level 3 (18 SCQF credit points)

Course code: to be advised

Mandatory Units

Expressive with Critical Activity (Access 3)

9 SCQF credit points

Design with Critical Activity (Access 3)

9 SCQF credit points

Recommended entry

Entry to this Course is at the discretion of the centre. However, learners would normally be expected to have attained the skills, knowledge and understanding required by the following or equivalent qualifications and/or experience:

- ◆ Access 2 Creative Arts Course or related Units

In terms of prior learning and experience, relevant experiences and outcomes may also provide an appropriate basis for doing this Course. Further information on relevant experiences and outcomes will be given in the *Course Support Notes*.

Progression

This Course or its components may provide progression to:

- ◆ other qualifications in Art and Design or related areas
- ◆ further study, employment and/or training

Further details are provided in the Rationale section.

Equality and inclusion

This Course Specification has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners should be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence. For further information please refer to the *Course Support Notes*.

Rationale

All new and revised National Courses reflect Curriculum for Excellence values, purposes and principles. They offer flexibility, provide more time for learning, more focus on skills and applying learning, and scope for personalisation and choice.

In this Course, and its component Units, there will be an emphasis on skills development and the application of those skills. Assessment approaches will be proportionate, fit for purpose and will promote best practice, enabling learners to achieve the highest standards they can.

This Course provides learners with opportunities to continue to acquire and develop the attributes and capabilities of the four capacities as well as skills for learning, skills for life and skills for work.

All Courses provide opportunities for learners to develop breadth, challenge and application, but the focus and balance of the assessment will be appropriate for the subject area.

Relationship between the Course and Curriculum for Excellence values, purposes and principles

The key focus of this Course is creativity. The Course combines practical experiences in expressive and design work with acquiring knowledge and understanding of visual art and design practice.

This combination and integration of expressive activity with critical activity, and design activity with critical activity makes the Course unique.

The Course provides opportunities for learners to experiment with art and design materials, techniques and technologies; be imaginative; creative; think critically; and apply practical skills in response to expressive and design tasks.

By linking knowledge and understanding gained in the critical activity aspect of the Course to their own practical work, learners will gain confidence in their own creative practice and also enhance their enjoyment of the arts.

The Course provides scope for personalisation and choice by providing sufficient flexibility to enable learners to achieve in different ways. It allows learners to broaden and deepen their skills base and to widen their horizons regarding a range of art and design practice. It provides opportunities to further acquire and develop the attributes and capabilities of the four capacities, including: creativity and adaptability; enthusiasm and a willingness to learn; perseverance and resilience; and responsibility, reliability and confidence.

Learning through art and design encourages personal creativity and self-expression. It also helps learners to appreciate artistic and cultural values, identities, and ideas.

Purpose and aims of the Course

The Course is practical and experiential in nature. It provides a broad experience of art and design activity and related critical activity.

The Course encourages learners to use and experiment with a variety of basic art and design media, techniques and technology.

It offers learners opportunities to gain practical skills in communicating thoughts and ideas when creating expressive art work, and in using the design process when designing and communicating design ideas. Further, it offers opportunities in acquiring knowledge and understanding of the arts and design.

It does so in an expressive context, in a design context and in a critical context.

Learners will also be encouraged to reflect on their own work and the work of others.

The aims of the Course are to enable learners to develop:

- ◆ skills in using media, techniques and technology to produce expressive art work
- ◆ skills in using media, techniques, technology and the creative process to produce design work
- ◆ a basic knowledge and understanding of art and design
- ◆ an ability to present simple facts and opinions about art and design practice
- ◆ skills in reflecting on their own work and the work of others

Information about typical learners who might do the Course

This Course is a broad-based qualification. It is suitable for learners with a general interest in art and design, and for those wanting to progress onto higher levels of study. This qualification will allow learners to consolidate and reinforce skills developed through the experiences and outcomes for art and design and in other expressive arts subjects.

The qualification is learner-centred and includes practical and experiential learning opportunities. The learning experiences in the Course are flexible and adaptable, with opportunities for personalisation and choice in both expressive and design contexts. This makes the qualification highly flexible, as it can be contextualised to suit a diverse range of learners' needs and aspirations.

On completing the Course, learners will be able to, with some support, work in collaboration with others as part of a creative team and work independently when creating practical art and design work.

Course activities also provide opportunities to help learners build self-confidence, while developing transferable skills in creative decision making and communication. This Course provides skills that are complementary for learners in other areas of study in the expressive arts and in the technologies.

The Course provides opportunities for vertical and lateral progression to National Courses, and to other SQA qualifications in art and design.

Course structure and conditions of award

Course structure

The Course has an integrated approach to learning, and includes a combination of practical learning and critical activity. It focuses on creativity and allowing learners to develop a range of simple practical skills such as using, and experimenting with, materials, techniques and technologies when developing their ideas.

The structure of the Course allows learners to cover the basic practical skills in a progressive way. Each of the two Units covers the creative processes in developing work in art and design.

The Course also enables learners to develop knowledge and understanding of art and design and an ability to critically respond to art and design practice. Learners will be encouraged to use this knowledge and understanding of the way artists and designers work to inform their own work.

On completing the Course learners will have developed specific, practical skills associated with producing expressive work and specific practical skills associated with producing design work, as well as the ability to make simple, informed responses about artists' and designers' work.

Each of the component Units of the Course is designed to provide progression to the corresponding Units at National 4.

Units are statements of standards for assessment and not programmes of learning and teaching. They can be delivered in a number of ways.

Expressive with Critical Activity (Access 3)

This Unit helps learners to develop their personal thoughts and ideas in 2D and/or 3D. Learners will use a variety of materials, equipment, simple techniques, and technologies in imaginative and expressive ways to produce simple, investigative drawings and studies before further developing their ideas in response to an expressive theme.

In this Unit, learners will consider some of the things that inspire artists and how they use art materials and techniques in their work. They will consider the influences on artists and their work, and present basic facts and personal opinions about artists' work. Learners will also reflect on their own work and work of others.

Design with Critical Activity (Access 3)

This Unit helps learners to develop imaginative design ideas for a simple, given design brief. Learners will develop their creativity by using routine problem solving and planning skills in the creative process to produce design ideas in 2D and/or 3D.

Learners will consider some of the things that inspire designers and how they use design materials and techniques in their work. They will consider the influences on designers and their work, and present basic facts and personal opinions about designers' work. Learners will also reflect on their own work and the work of others.

successful learner, confident individual, responsible citizen, effective contributor

Conditions of award

To achieve the Access 3 Art and Design Course, learners must pass all of the required Units. The required Units are shown in the Course outline section.

Access 3 Courses are not graded.

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Skills, knowledge and understanding

Full skills, knowledge and understanding for the Course will be given in the *Course Support Notes*. A broad overview of the subject skills, knowledge and understanding that will be covered in the Course includes:

- ◆ producing simple, thematic research material for expressive and design activities
- ◆ using a variety of art and design media, materials and basic techniques imaginatively and expressively
- ◆ using research material and further developing ideas for art and design work in 2D and/or 3D
- ◆ using routine problem solving and planning skills within the creative process
- ◆ developing knowledge and a basic understanding of how media, materials and techniques are used by artists and designers for visual impact and creative effect
- ◆ reflecting on their own work and work of others

Skills, knowledge and understanding to be included in the Course will be appropriate to the SCQF level of the Course. The SCQF level descriptors give further information on characteristics and expected performance at each SCQF level (www.sqa.org.uk/scqf).

Assessment

Further information about assessment for the Course will be included in the *Course Support Notes*.

Unit assessment

All Units are internally assessed against the requirements shown in the Unit Specification.

They can be assessed on a Unit-by-Unit basis or by combined assessment.

They will be assessed on a pass/fail basis within centres. SQA will provide rigorous external quality assurance, including external verification, to ensure assessment judgments are consistent and meet national standards.

The assessment of the Units in this Course will be as follows:

Expressive with Critical Activity (Access 3)

For this Unit, learners will be required to provide evidence of simple research and expressive development work in 2D and/or 3D. This will be for a simple, given, expressive themed activity. Evidence of a basic knowledge and understanding of artists' work and practice will also be assessed. Evidence of learners reflecting on their own work and work of others is required.

Design with Critical Activity (Access 3)

For this Unit, learners will be required to provide evidence of simple research and design development work in 2D and/or 3D. This will be based on a simple, given design brief. Evidence of a basic knowledge and understanding of designers' work and practice will also be assessed. Evidence of learners reflecting on their own work and work of others is required.

Exemplification of possible assessment approaches for these Units will be provided in the *National Assessment Resource*.

Development of skills for learning, skills for life and skills for work

(Note: The information given below reflects the initial thinking on significant opportunities for development of skills for learning, skills for life and skills for work. These may be subject to change as the development process progresses.)

It is expected that learners will develop broad, generic skills through this Course. The skills that learners will be expected to improve on and develop through the Course are based on SQA's *Skills Framework: Skills for Learning, Skills for Life and Skills for Work* and drawn from the main skills areas listed below. These must be built into the Course where there are appropriate opportunities.

3 Health and wellbeing

3.1 Personal learning

5 Thinking skills

5.2 Understanding

5.3 Applying

Amplification of these skills is given in SQA's *Skills Framework: Skills for Learning, Skills for Life and Skills for Work*. The level of these skills will be appropriate to the level of the Course. Further information on building in skills for learning, skills for life and skills for work for the Course is given in the *Course Support Notes*.

Administrative information

Published: October 2011 (version 1.0)

Superclass: to be advised

History of changes to National Course Specification

Course details	Version	Description of change	Authorised by	Date

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