

Curriculum for Excellence Scotland

Curriculum subject	Programme of study	Content
N3 Art and Design	Expressive activity	<p>In this Unit, Evidence Requirements are as follows:</p> <ul style="list-style-type: none"> • a basic understanding of artists' influences and inspiration and of how they have used materials, techniques and/or technology in their work • the ability to produce observational drawings, studies and expressive work in response to given stimuli • the ability to use art materials, basic techniques and composition in imaginative ways • the ability to present basic facts and opinions about learners' own work and the work of other artists.
	Design Activity	<p>In this Unit, learners will be required to provide evidence of:</p> <ul style="list-style-type: none"> • a basic understanding of how designers use materials, basic techniques and/or technology in their work • an understanding of the design brief requirements • the ability to develop imaginative design work in 2D and/or 3D • skills in using materials, basic techniques and/or technology in their design work • the ability to present basic facts and opinions about learners' own work and the work of other designers
N4 Art and Design	Expressive activity	<p>In this Unit, Evidence Requirements are as follows</p> <ul style="list-style-type: none"> • describing the things that have inspired and influenced artists and their work using descriptive art vocabulary • describing how artists have used art materials, techniques and/or technology in their work • producing a series of observational drawings and studies in response to stimuli • using a variety of art materials, techniques and/or technology creatively for expressive effect in their work
	Design Activity	<p>In this Unit, Evidence Requirements are as follows:</p> <ul style="list-style-type: none"> • An understanding of designers' work and the influences on their design practice • skills in investigating and researching the requirements of a design brief • skilled and creative use of design materials, techniques and/or technology • developing imaginative design ideas in 2D and/or 3D formats in response to the brief • ability to present facts and opinions about their own work and the work of other designers

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Curriculum subject	Programme of study	Content
N5 Art and Design	Design activity	<p>In this Unit, learners will be required to provide evidence of:</p> <ul style="list-style-type: none"> • understanding and analysis of designers’ work and the influences on their design practice • using design vocabulary to describe their own work and the work of other designers • investigative and market research related to their design area • creative development and refining of their design ideas, taking account of the requirements of the brief and design area
	Expressive activity	<p>In this Unit, Evidence Requirements are as follows:</p> <ul style="list-style-type: none"> • describing and analysing artists’ work and practice using descriptive art vocabulary • producing expressive drawings, studies and investigative research showing understanding of the subject matter • using a variety of art materials, techniques and/or technology creatively for expressive effect in their work • creative development of compositional ideas and art work in response to stimuli • using problem solving and evaluation skills
Higher Art and Design	Course Support Notes	<p>In this Unit, Evidence Requirements are as follows:</p> <ul style="list-style-type: none"> • analysis of designers’ work and the influences on their design practice • using design vocabulary to describe their own work and the work of other designers • in-depth investigative research material showing their understanding of aesthetics, function, and the design area • creative development and refinement of design ideas which take account of the requirements of the brief and design area

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Advanced Higher Art and Design	Design	<p>On completing the Advanced Higher Art and Design (Design) Course, learners should be able to:</p> <ul style="list-style-type: none"> critically analyse and evaluate in depth the work and practice of personally selected designers analyse and evaluate the impact of external influences on designers' work express substantiated personal opinions on their own work and on designers' work and practice apply in-depth understanding of design practice when creatively responding to the design area requirements and developing design ideas and solutions produce a range of high-quality pertinent investigative visual and market research for the design enquiry show confident and highly assured use of selected design materials, advanced techniques and/or technology, showing sophisticated levels of technical and creative skills develop progressive design developmental lines of enquiry use a range of complex problem solving, planning and evaluation skills when developing, refining and resolving design ideas and solutions create design ideas and solutions in 2D and/or 3D that meet the design area requirements in terms of function and which show the sophisticated and creative use of design materials, techniques and/or technology Course/Unit Support Notes for Advanced Higher Art and Design (Design) Course 19 justify their design decisions and resolve complex design issues and technical challenges
	Design Enquiry Unit	<p>On completing the Art and Design (Design): Design Enquiry Unit, learners should be able to:</p> <ul style="list-style-type: none"> identify suitable design stimuli and produce a design brief establishing a personal focus to the enquiry produce creative investigative research material for the enquiry develop and refine experimental development ideas for design work
	Design Studies	<p>On completing the Art and Design (Design): Design Studies (Advanced Higher) Unit, learners should be able to:</p> <ul style="list-style-type: none"> critically analyse and evaluate in depth the work and practice of personally selected designers analyse and evaluate the impact of external influences on the designers' work express substantiated personal opinions on their own work and on designers' work and practice apply in-depth understanding of designers' work and practice when personally responding to their design brief/creative stimuli*

National Curriculum for England

Curriculum subject	Programme of study	Content
<p>A Level Art and Design</p> <p>Fine art; photograph, 3 dimensional design, art, craft and design, graphic communication</p> <p>See individual specifications for specific objectives</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding. • AO2: Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops. • AO3: Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress. • AO4: Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.
<p>GCSE Art and Design</p> <p>Full Course – for exams June 2014 onwards and certification June 2014 onwards Short Course – for exams June 2014 onwards and certification June 201 onwards</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Develop their ideas through investigations informed by contextual and other sources demonstrating analytical and cultural understanding • AO2: Refine their ideas through experimenting and selecting appropriate resources, media, materials, techniques and processes • AO3: Record ideas, observations and insights relevant to their intentions in visual and/or other forms • AO4: Present a personal, informed and meaningful response demonstrating analytical and critical understanding, realising intentions and where appropriate, making connections between visual, written, oral or other elements
<p>A Level Media Studies</p> <p>For exams from June 2015 onwards For certification from June 2015 onwards</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Demonstrate knowledge and understanding of media concepts, contexts and critical debates. • AO2: Apply knowledge and understanding when analysing media products and processes and evaluating their own practical work, to show how meanings and responses are created. • AO3: Demonstrate the ability to plan and construct media products using appropriate technical and creative skills. • AO4: Demonstrate the ability to undertake, apply and present appropriate research.
<p>GCSE Media Studies and Media Studies (Double Award)</p> <p>For exams June 2014 onwards For certification June 2014 onwards</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Recall, select and communicate their knowledge and understanding of media products and the contexts in which they are produced and consumed • AO2: Analyse and respond to media texts/topics using media key concepts and appropriate terminology • AO3: Demonstrate research, planning and presentation skills • AO4: Construct and evaluate their own products using creative and technical skills

National Curriculum for England

Curriculum subject	Programme of study	Content
<p>GCSE Media Studies and Media Studies (Double Award)</p> <p>For exams June 2014 onwards For certification June 2014 onwards</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Recall, select and communicate their knowledge and understanding of media products and the contexts in which they are produced and consumed • AO2: Analyse and respond to media texts/topics using media key concepts and appropriate terminology • AO3: Demonstrate research, planning and presentation skills • AO4: Construct and evaluate their own products using creative and technical skills
<p>GCSE Film Studies</p>	Assessment objectives	<ul style="list-style-type: none"> • Not available
<p>A Level Film Studies</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Demonstrate knowledge and understanding of film as an audio-visual form of creative expression together with its contexts of production and reception and of the diversity in filmmaking across different historical periods and locations • AO2: Apply knowledge and understanding, including some of the common critical approaches that characterise the subject, when exploring and analysing films and when evaluating their own creative projects to show how meanings and responses are generated. • AO3: Demonstrate the ability to devise a creative artefact or realisation, applying appropriate planning and production skills effectively. • AO4: Demonstrate the ability to undertake, apply and present research into film and cinema topics.

Northern Ireland Curriculum

Curriculum subject	Programme of study	Content
GCSE Art and Design	Assessment objectives	<ul style="list-style-type: none"> • AO1: develop their ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and cultural understanding; • AO2: refine their ideas through experimenting and selecting appropriate resources, media, materials, techniques and processes; • AO3: record ideas, observations and insights relevant to their intentions in visual and/or other forms; and • AO4: present a personal, informed and meaningful response demonstrating analytical and critical understanding, realising intentions and, where appropriate, making connections between visual, written, oral or other elements.
GCE Art and Design	Assessment objectives	<ul style="list-style-type: none"> • AO1: develop their ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding; • AO2: experiment with and select appropriate resources, media, materials, techniques and processes reviewing and refining their ideas as their work develops; • AO3: record in visual and/or other forms, ideas, observations and insights relevant to their intentions, demonstrating an ability to reflect on their work and progress; and • AO4: present a personal, informed and meaningful response demonstrating critical understanding, realising intentions and, where appropriate, making connections between visual, written, oral or other elements.
GCSE Moving Image Arts	Assessment objectives	<ul style="list-style-type: none"> • AO1: demonstrate knowledge and understanding of film language, genres, practices, techniques and contexts • AO2a: apply creative and technical knowledge and skill in the preproduction, production and postproduction of moving image products • AO2b: apply knowledge and skill in planning, organising and managing resources and processes when creating moving image products • AO3: analyse and evaluate their own work and the work of others, demonstrating awareness of creative and technical purpose and audience response

National Curriculum for Wales

Curriculum subject	Programme of study	Content
GCSE	Assessment objectives	<ul style="list-style-type: none"> • AO1: Develop their ideas through investigations informed by contextual and other sources demonstrating analytical and cultural understanding • AO2: Refine their ideas through experimenting and selecting appropriate resources, media, materials, techniques and processes • AO3: Record ideas, observations and insights relevant to their intentions in visual and/or other forms • AO4: Present a personal, informed and meaningful response demonstrating analytical and critical understanding, realising intentions and where appropriate, making connections between visual, written, oral or other elements
WJEC GCE AS and A Level in ART and DESIGN For teaching from 2015 For AS award from 2016 For A level award from 2017 – New	Assessment objectives	<ul style="list-style-type: none"> • AO1: Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding. • AO2: Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops. • AO3: Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress. • AO4: Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.
GCE Art and Design Examinations from 2009 First AS Award: Summer 2009 First A Level Award: Summer 2010 – Old	Assessment objectives	<ul style="list-style-type: none"> • AO1: develop their ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding • AO2: experiment with and select appropriate resources, media, materials, techniques and processes, reviewing and refining their ideas as their work develops • AO3: record in visual and/ or other forms ideas, observations and insights relevant to their intentions, demonstrating an ability to reflect on their work and progress • AO4: present a personal, informed and meaningful response demonstrating critical understanding, realising intentions and, where appropriate, making connections between visual, written, oral or other elements

National Curriculum for Wales

Curriculum subject	Programme of study	Content
<p>WJEC GCSE in FILM STUDIES</p> <p>For First Award in 2013 (Two year course: teaching from 2011) (One year course: teaching from 2012)</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Demonstrate knowledge and understanding of how films communicate meanings, evoke personal responses and engage audiences • AO2: Explore, respond to and evaluate a range of films and topics, including their own preproduction and production work, using key film concepts and appropriate terminology • AO3: Demonstrate planning, research and presentational skills • AO4: Use creative and technical skills to construct film products
<p>WJEC AS GCE in Film Studies</p> <p>WJEC A Level GCE in Film Studies First AS Award - Summer 2009 First A level Award - Summer 2010</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Demonstrate knowledge and understanding of film as an audio-visual form of creative expression together with its contexts of production and reception and of the diversity in filmmaking across different historical periods and locations. • AO2: Apply knowledge and understanding, including some of the common critical approaches that characterise the subject, when exploring and analysing films and when evaluating their own creative projects to show how meanings and responses are generated. • AO3: Demonstrate the ability to devise film projects creatively, applying appropriate planning and production skills effectively. • AO4: Demonstrate the ability to undertake, apply and present research into film topics.
<p>WJEC GCSE in MEDIA STUDIES</p> <p>For Teaching from 2009 For Award from 2011</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Recall, select and communicate their knowledge and understanding of media products and the contexts in which they are produced and consumed. • AO2: Analyse and respond to media texts/topics using media key concepts and appropriate terminology. • AO3: Demonstrate research, planning and presentational skills. • AO4: Construct and evaluate their own products using creative and technical skills.
<p>WJEC AS GCE in Media Studies</p> <p>WJEC A Level GCE in Media Studies First AS Award - Summer 2009 First A level Award - Summer 2010</p>	Assessment objectives	<ul style="list-style-type: none"> • AO1: Demonstrate knowledge and understanding of media concepts, contexts and critical debates. • AO2: Apply knowledge and understanding when analysing media products and processes, and when evaluating their own practical work, to show how meanings and responses are created. • AO3: Demonstrate the ability to plan and construct media products using appropriate technical and creative skills. • AO4: Demonstrate the ability to undertake, apply and present appropriate research.