

BTEC First Diploma in Art and Design

Introduction

The BTEC First Diploma is a well recognised qualification and is equivalent to 4 GCSE's.

The course aims to introduce students to a broad range of art and design skills, from painting and sculpture to graphic design. The work is largely practical with students recording processes and evaluating their own work in written form. In all units, students will work to an assignment brief, where ideas will be created for realistic environments and purposes.

On successful completion of this course students can progress on to an advanced level BTEC National course specialising in the art and design fields or onto a range of A/S and A level courses. The BTEC First course will prepare you well for both of these progression opportunities in terms of quality of work and organisation of workload.

Year 1

This is a one year course during which students complete 6 units. Four of these are core units;

Unit 1 - 2D and 3D Visual Communication

Students will explore a variety of drawing techniques to develop towards 3D work. Students will draw from life as well as using the work of other artists to inspire their own ideas. Students will work through a clear process, with the exploration of a range of media discussed in groups and recorded in writing. Students will develop ideas on paper and explore 3-dimensional ideas through the use of models.

Unit 2 - Contextual References in Art and Design

In this unit students will explore the work of other contemporary/historical artists, which may be through gallery visits, book and internet research.

Students will respond practically, exploring the visual language of artists as well as presenting research gathered from various sources. Students' own work will form a personal response to the work of others and could focus on individuals or a group of artists.

Unit 3 - Explore and Develop Art and Design Ideas.

This unit is part 1 of a Final Major Project (part 2 is

Unit 4). This unit will build on specialist skills such as sculpture, fine art, and graphic design work. Students will work to a project proposal where clear aims and objectives will be set. Work will be developed through a clear process, with students evaluating their own work. This enables students to create a thorough and considered piece

Unit 4 - Produce an Art and Design Outcome.

This is part 2 of a Final Major Project. Students will produce the final piece developed in unit 3

There are 2 further specialist units:

Unit 5 - Graphic Design briefs

Students will explore a range of media and technology within the Graphic Design field, to create promotional designs such as posters, CD covers, packaging and logo designs. Students will use a mixture of manual and digital techniques to manipulate, layer, adjust and edit imagery. Students will learn Adobe Photoshop skills to develop and produce final designs.

Unit 11 - Visual Arts briefs

Students will explore a broad variety of art and design skills to develop ideas for functional objects. This may include working in areas such as ceramics, free art and textiles, depending on the assignment brief and functional needs of the design.

This is quite an intense course as there is much to cover in one year. Therefore students need to be motivated, eager to learn new skills and organise their time well to meet deadlines

Assessment

The units and the full award are graded as Pass, Merit and Distinction. After initial assessment, units will be returned to students with feedback, to enable students to develop/extend work and therefore improve grades.

Specific Entry Criteria

Standard college requirements for an intermediate programme.