

NCFE Level 1 Certificate in Art and Design

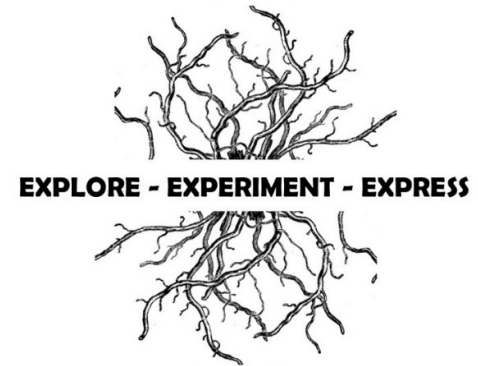
This Level 1 qualification operates through an ethos of ‘Explore, experiment, express’. Students are encouraged to be bold and confident in their work, developing their style and creative practice through a rhizomatic approach to new ideas. They will develop their material, tool and technique intuition by having numerous opportunities to create and ‘play’, without the pressure of creating a ‘finished’ or ‘perfect’ product. This course aims to prioritise student personal growth and well-being alongside the aims of the qualification.

During the course students will become familiar with various traditional and non-traditional media, introduced through both instructor demonstration and self-taught learning. This course recognises that many students thrive most from practical exploration, and encourages a ‘reverse engineering’ approach to students that learn best through doing, rather than watching or listening. Students will enhance their practical learning by researching the formal art elements, safety and sustainability, a number of established artists, and wider artistic cultural contexts.

Students will be introduced to a number of design and refinement strategies, giving them the opportunity to develop their own metacognition in the way they approach, plan and implement their creative practice. The development of these skills will allow students to create a number of final outcomes, which will be shared and evaluated with peers.

The final unit of the course will see students approach their final 3D piece independently. They will be given an ‘industry’ brief and must plan, design and create a response that meets the brief aims.

This course aims to follow student interests, so may be useful for those who wish to pursue careers in fashion, textiles, fine art, costume and makeup design, graphics and product design.



	Term 1	Term 2	Term 3
<i>Year 1</i>	Exploring/experimenting with traditional and non-traditional 2D media, tools and techniques.	Students research two 2D artists with the aim of emulating their style in a final outcome based on the theme of ‘Myths and Legends’.	Students will plan, design and create an outcome in response to a 3D design brief. Students will document and evaluate the project using appropriate visual language.