

VISUAL ARTS

Art Design Level 2 (12 ARD A)			Teacher to see: Miss Petrie		
Art Design is a computer based course where students learn the skill set needed to visually communicate ideas that inspire, inform or engage others. Based on real world outcomes students will be learning practical and digital skills while researching an individually chosen theme. Students will practice the elements of Art Design and illustration, as well as investigate the influence of contemporary artists, to generate a series of Design works to create a portfolio as a final submission. For the year students will have full access to an Adobe license, including Photoshop and Illustrator.					
Prerequisites: 16 credits in Art101 or APD101 (portfolio) plus credits in at least one Internal Achievement Standard or by discretion of HOD. Must be confident on a computer.					
Credits			Standards	Cost	None
Internal	External	Total	Achievement Standards	Course endorsement	Yes
8	12	20		UE approved	Not applicable
Future possibilities: Graphic designer, architect, art director/curator, media designer, advertising, ux designer, illustrator, project management. Transferable skills: Written and oral communication. Analysis, logistical, organisational and collaborative skills. Image manipulation and file management. Creativity, experimentation and problem solving.					

Art Design Level 3 (13 ARD A)			Teacher to see: Miss Petrie		
Level 3 Art Design is a more independent digital based course where students get to develop and explore their own proposed theme. A variety of art making approaches and mediums are used to investigate creative ideas and establish resources. Students will be developing their practical knowledge and digital skills while using the influence of contemporary artists to generate a series of Design works for a final three panel portfolio submission. For the year students will have full access to an Adobe licence (including Photoshop) the art rooms, computer lab and photography studio.					
Prerequisites: 16 credits in ARD201 (portfolio) plus credits in at least one Internal Achievement Standard or by discretion of HOD. Must be confident on a computer.					
Credits			Standards	Cost	None
Internal	External	Total	Achievement Standards	Course endorsement	Yes
8	14	22		UE approved	Yes
Future possibilities: Graphic designer, architect, art director/curator, media designer, advertising, ux designer, artist, illustrator, project management. Transferable skills: Written and oral communication. Analysis, logistical, organisational and collaborative skills. Image manipulation and file management. Creativity, experimentation and problem solving.					

Art Painting Level 2 (12 ARP A)			Teacher to see: Mr Webby		
A practical course which builds on experiences from Level 1 Art and is essential for Level 3 Painting. Students must enjoy drawing and painting as a way of recording information. They will explore practical and theoretical aspects of painting with reference to contemporary artists. Each student will work with the selected subject matter in a variety of media to develop an individual thematic and stylistic approach to art-making.					
Prerequisites: 16 Art101 or APD101 Credits (portfolio) plus credits in at least one Internal Achievement Standard, or by discretion of HOD.					
Credits			Standards	Cost	None
Internal	External	Total	Achievement Standards	Course endorsement	Yes
8	12	20		UE approved	Not applicable
Future possibilities: Graphic designer, architect, art director/curator, media designer, advertising, storyboard artist. Transferable skills: Written and oral communication, analysis, logistical & collaborative skills.					

Art Painting Level 3 (13 ARP A)				Teacher to see: Mr Webby	
An in-depth practical course in painting and drawing. This course focuses on research, development of ideas, and technical skills using wet media. Students must enjoy drawing and painting as a way of recording information. In this course, students will produce a body of work based on a theme that can be tailored to their individual interests. They will research a variety of contemporary artists and explore different media, conventions, and techniques in order to produce a 3-panel folio board.					
Prerequisites: 16 ARP201 Credits (portfolio) plus credits in at least one Internal Achievement Standard, or by discretion of HOD.					
Credits			Standards	Cost	None
Internal	External	Total	Achievement Standards	Course endorsement	Yes
8	14	22		UE approved	Yes
Future possibilities: Related careers: Graphic designer, architect, art director/curator, media designer, advertising, storyboard artist. Transferable skills: Written and oral communication, analysis, logistical & collaborative skills.					

Art Photography Level 2 (12 APH A)			Teacher to see: Miss Craig		
Introduction to photographic art, digital camera techniques, computer manipulation and printing processes. Students will develop skills in design, dynamic composition and aesthetics. Students will use photographic artists for inspiration to develop their own photographic work. Students will be introduced to Adobe Software for editing and manipulating their images. As with all Visual Art subjects, the course requires substantial commitment outside the classroom.					
Prerequisites: 16 ART101 or APD101 Credits (portfolio) plus credits in at least one Internal Achievement Standard, or by discretion of HOD.					
Credits			Standards	Cost	\$50 Camera Bond
Internal	External	Total	Achievement Standards	Course endorsement	Yes
8	12	20		UE approved	Not applicable
Future possibilities: Photographer: Fine art, commercial (fashion, wedding, sport, wildlife, events, journalism) web, app, graphic designer, digital illustrator, multimedia artist, online publisher, animation artist, game designer, architect. Transferable skills: Written and oral communication, analysis, logistical & collaborative skills, image manipulation and file management.					

Art Photography Level 3 (13 APH A)			Teacher to see: Miss Craig		
Students are encouraged to develop their own personal style and approach to the art of photography. Students will increase their awareness of contemporary photographic practices, develop sensitivity towards subject matter and advance their technical and picture making skills.					
Prerequisites: 16 Credits in Level 2 Art, or by discretion of HOD.					
Credits			Standards	Cost	\$50 Camera Bond
Internal	External	Total	Achievement Standards	Course endorsement	Yes
8	14	22		UE approved	Yes
Future possibilities: Photographer, fine art, commercial (fashion, wedding, sport, wildlife, events, journalism) web, app, graphic designer, digital illustrator, multimedia artist, online publisher, animation artist, game designer, architect. Transferable skills: Written and oral communication, analysis, logistical & collaborative skills, image manipulation, file management.					

Art Sculpture Level 2 (12 ASC A)			Teacher to see: Miss Craig		
An in-depth practical course in Sculpture. Each student’s course is tailored to their individual interests and strengths. Contemporary artists are studied to complement and extend student performance. The focus is research, development of ideas and producing an individual body of work.					
Prerequisites: 16 Credits in ART101 or APD101, or by discretion of HOD.					
Credits			Standards	Cost	None
Internal	External	Total	Achievement Standards	Course endorsement	Yes
8	12	20		UE approved	Not applicable
Future possibilities: Sculptor, fine art, commercial photographer (fashion, wedding, sport, wildlife, events, journalism) web, app, graphic designer, digital illustrator, multimedia artist, online publisher, animation artist, game designer, architect. Transferable skills: Written and oral communication, analysis, logistical & collaborative skills, image manipulation, file management.					

Art Sculpture Level 3 (13 ASC A)			Teacher to see: Miss Craig		
An in-depth practical course in Sculpture. Each student's course is tailored to their individual interests and strengths. Contemporary artists are studied to complement and extend student performance. The focus is research, development of ideas and producing an individual body of work.					
Prerequisites: 16 Credits in Level 2 Art, or by discretion of HOD.					
Credits			Standards	Cost	None
Internal	External	Total	Achievement Standards	Course endorsement	Yes
8	14	22		UE approved	Yes
Future possibilities: Sculptor, fine art, commercial photographer (fashion, wedding, sport, wildlife, events, journalism) web, app, graphic designer, digital illustrator, multimedia artist, online publisher, animation artist, game designer, architect. Transferable skills: Written and oral communication, analysis, logistical & collaborative skills, image manipulation, file management.					

Visual Art Level 3 (13 ART A)				Teacher to see: Miss Craig	
This is a scaffolded Visual Arts Practical Level 3 full internal assessment course for students who do not meet the prerequisites of the other level 3 art courses. You will be working within the Sculpture and Photography disciplines. There is an option for the highly motivated to also be entered in the 14 credit external and scholarship but this will be on an individual basis. There is also a possibility of some English credits available on an individual basis. This course is designed for anyone to join who has an interest in art and being creative.					
Prerequisites: None					
Credits			Standards	Cost	none
Internal	External	Total	Achievement Standards	Course endorsement	no
12	0	12		UE approved	No
Future possibilities: art director/curator, artist. Transferable skills: Written and oral communication. Analysis, logistical, organisational and collaborative skills. Image manipulation and file management. Creativity, experimentation and problem solving.					