

CONDITIONS AND REQUIREMENTS

GCE Subject Level Conditions and Requirements for Art and Design (2021)

November 2020

ofqual

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Introduction

About this document

This document is part of a suite of documents which sets out the regulatory requirements for awarding organisations offering reformed A levels and AS qualifications in 2021.

We have developed all our requirements for GCE qualifications with the intention that AS and A level qualifications should fulfil the purposes set out in the table below:

A levels	AS qualifications
<ul style="list-style-type: none">■ define and assess achievement of the knowledge, skills and understanding which will be needed by students planning to progress to undergraduate study at a UK higher education establishment, particularly (although not only) in the same subject area;■ set out a robust and internationally comparable post-16 academic course of study to develop that knowledge, skills and understanding;■ permit UK universities to accurately identify the level of attainment of students;■ provide a basis for school and college accountability measures at age 18; and■ provide a benchmark of academic ability for employers.	<ul style="list-style-type: none">■ provide evidence of students' achievements in a robust and internationally comparable post-16 course of study that is a sub-set of A level content;■ enable students to broaden the range of subjects they study.

Requirements set out in this document

This document sets out the GCE Subject Level Conditions for Art and Design (2021). These conditions will come into effect at 09:30 on 5 November 2020 for the following qualifications:

- all GCE A levels in Art and Design; and
- all standalone GCE AS qualifications in Art and Design.

for Learners completing the qualification in 2021, except where the GQCov Framework applies.

It also sets out:

- the assessment objectives for GCE Art and Design – awarding organisations must comply with these assessment objectives under Condition GCE(Art and Design)1.2; and
- requirements in relation to non-examination assessment for GCE A levels in Art and Design – awarding organisations must comply with these requirements under Condition GCE(Art and Design)2.4.

Appendix 1 reproduces the [subject content requirements for Art and Design](#), as published by the Department for Education. Awarding organisations must comply with these requirements under Condition GCE(Art and Design)1.1.

With respect to the qualifications listed in paragraph 3 in 2021, awarding organisations must also comply with:

- our [General Conditions of Recognition](#), which apply to all awarding organisations and qualifications; and
- our [GCE Qualification Level Conditions](#); and
- all [relevant Regulatory Documents](#).

With respect to all other GCE qualifications in Art and Design taken by Learners completing the qualification in 2022 and after, an awarding organisation must continue to comply with the [GCE Subject Level Conditions and Requirements for Art and Design](#).

Subject Level Conditions

GCE Subject Level Conditions for Art and Design

Condition GCE(Art and Design) 1: Compliance with content requirements

GCE(Art and Design)1.1

In respect of each GCE Qualification in Art and Design which it makes available, or proposes to make available, an awarding organisation must –

- (a) comply with the requirements relating to that qualification set out in the document published by the Secretary of State entitled '[GCE AS and A Level subject content for art and design](#)', DFE-00357-2014,
- (b) have regard to any recommendations or guidelines relating to that qualification set out in that document, and
- (c) interpret that document in accordance with any requirements, and having regard to any guidance, which may be published by Ofqual and revised from time to time.

GCE(Art and Design)1.2

In respect of each GCE Qualification in Art and Design which it makes available, or proposes to make available, an awarding organisation must comply with any requirements, and have regard to any guidance, relating to the objectives to be met by any assessment for that qualification which may be published by Ofqual and revised from time to time.

Condition GCE(Art and Design) 2: Assessment

GCE(Art and Design)2.1

Condition GCE4.1 does not apply to any GCE Qualification in Art and Design which an awarding organisation makes available or proposes to make available.

GCE(Art and Design)2.2

An awarding organisation must ensure that no assessment for a GCE Qualification in Art and Design which it makes available is an Assessment by Examination.

GCE(Art and Design)2.3

An awarding organisation must ensure that all of the marks available for a GCE Art and Design qualification which it makes available are made available through tasks set by a Centre.

GCE(Art and Design)2.4

An awarding organisation must ensure that each assessment for a GCE Art and Design qualification which it makes available which is not an Assessment by Examination complies with any requirements, and has regard to any guidance, which may be published by Ofqual and revised from time to time.

Assessment objectives

Assessment objectives – GCE AS and A level qualifications in Art and Design

Condition GCE(Art and Design)1.2 allows us to specify requirements relating to the objectives to be met by any assessment for GCE qualifications in Art and Design.

The assessment objectives set out below constitute requirements for the purposes of Condition GCE(Art and Design)1.2. Awarding organisations must comply with these requirements in relation to all GCE AS and A level qualifications in Art and Design they make available.

		<i>A level</i>	<i>AS</i>
AO1	Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding	20-30%	20-30%
AO2	Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops	20-30%	20-30%
AO3	Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress	20-30%	20-30%
AO4	Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements	20-30%	20-30%

Non-examination assessment

Requirements in relation to non-examination assessment for GCE A levels in Art and Design

Condition GCE (Art and Design)2.4 allows us to specify requirements and guidance in relation to non-examination assessments for GCE Qualifications in Art and Design.

We set out our requirements for the purposes of Condition GCE(Art and Design)1.2 below. We have chosen to specify requirements in relation to GCE A levels in Art and Design only; we have not specified any requirements for GCE AS qualifications in Art and Design.

Awarding organisations must comply with the following requirements in relation to all GCE A level qualifications in Art and Design they make available.

An awarding organisation must ensure that its assessments for a GCE A level qualification in Art and Design include a 'personal investigation' to be completed by every Learner taking that qualification.

The personal investigation must comprise part of the tasks set by a Centre under Condition GCE(Art and Design)2.3.

The personal investigation must include a written element which takes the form of an extended response, within the meaning of Condition GCE5.4, and which is independently produced by a Learner.

Appendix 1 – Subject content (published by Department for Education)



GCE AS and A Level subject content for art and design

Introduction

1. AS and A level subject content sets out the knowledge, understanding and skills common to all AS and A level specifications in art and design.

Aims and objectives

2. AS and A level specifications in art and design must encourage students to develop:
- intellectual, imaginative, creative and intuitive capabilities
 - investigative, analytical, experimental, practical, technical and expressive skills, aesthetic understanding and critical judgement
 - independence of mind in developing, refining and communicating their own ideas, their own intentions and their own personal outcomes
 - an interest in, enthusiasm for and enjoyment of art, craft and design
 - the experience of working with a broad range of media
 - an understanding of the interrelationships between art, craft and design processes and an awareness of the contexts in which they operate
 - knowledge and experience of real world contexts and, where appropriate, links to the creative industries
 - knowledge and understanding of art, craft, design and media and technologies in contemporary and past societies and cultures
 - an awareness of different roles, functions, audiences and consumers of art, craft and design

Subject content

3. AS and A level specifications in art and design must specify that the student engages in integrated critical, practical and theoretical study in art and design.

4. At A level, specifications must allow for greater depth of study than the AS specifications. This might be achieved by, for example:

- greater specialisation in a particular medium or process

- extended development of particular themes, ideas or issues
- further theoretical research and increased requirement to demonstrate understanding through integrated practical and written forms, and other means of communication
- more rigorous exploration of an interdisciplinary or multidisciplinary approach

5. Students may enter for more than one title as described in paragraphs 9 and 10.

Knowledge, understanding and skills

6. AS and A level specifications must require students to develop practical and theoretical knowledge and understanding of:

- relevant materials, processes, technologies and resources
- how ideas, feelings and meanings can be conveyed and interpreted in images and artefacts
- how images and artefacts relate to the time and place in which they were made and to their social and cultural contexts
- continuity and change in different genres, styles and traditions
- a working vocabulary and specialist terminology

7. AS and A level specifications must require students to develop the skills to:

- record experiences and observations, in a variety of ways using drawing or other appropriate visual forms; undertake research; and gather, select and organise visual and other appropriate information
- explore relevant resources; analyse, discuss and evaluate images, objects and artefacts; and make and record independent judgements
- use knowledge and understanding of the work of others to develop and extend thinking and inform own work
- generate and explore potential lines of enquiry using appropriate media and techniques
- apply knowledge and understanding in making images and artefacts; review and modify work; and plan and develop ideas in the light of their own and others' evaluations
- organise, select and communicate ideas, solutions and responses, and present them in a range of visual, tactile and/or sensory forms

8. Students can work entirely in digital media or entirely in non-digital media, or in a mixture of both, provided the aims and assessment objectives are met.

Titles

9. All art and design specifications must offer a broad-based course in:

- Art, craft and design: Exploring practical and critical/contextual work through a range of 2D and/or 3D processes and media

10. All art and design specifications may also offer one or more of the endorsed titles listed below.

- Art and design (fine art): for example painting, drawing, mixed-media sculpture, ceramics, installation, printmaking and photography
- Art and design (critical and contextual studies): for example areas of study across art, craft and design
- Art and design (textile design): for example fashion, printed and/or dyed fabrics, constructed textiles and installed textiles and digital textiles
- Art and design (graphic communication): for example illustration, web and app design, advertising, packaging, design for print, multimedia, animation and game design.
- Art and design (three-dimensional design): for example jewellery, body ornament, ceramics, theatre design, exhibition design, film-set design, interior design, product and/or environmental design, architectural design and 3D digital design
- Art and design (photography): for example portraiture, landscape photography, still life, documentary, photojournalism, fashion photography, experimental imagery, photographic installation and moving image (video, film, animation)



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