

<b>Course Title:</b> A Level Three Dimensional Design (Art & Design 7205)	<b>LARS/QAN Code:</b> 601/4456/7
<b>Level:</b> Three	<b>Awarding Organisation:</b> AQA
<b>Delivery:</b> Classroom Based	<b>Start Date:</b> September
<b>Location:</b> Headlands School	<b>Url:</b> <a href="http://www.headlandsschool.co.uk/">http://www.headlandsschool.co.uk/</a>
<b>Cost:</b> Covered by EFA funding	<b>Duration:</b> 2 years
<b>Full-time or Part-time:</b> Full-time	<b>Attendance:</b> Daytime
<p><b>Who is the course for?</b>  This qualification is intended for students who want to develop their creative skills, and create designs primarily for 3D products. Students must also want to refine their making skills, working with a range of materials by hand, machine and CAD/CAM. Students need to have an interest in the broader subject, for example design history. Ideally students will have studied 3D design at GCSE, and must show a strong aptitude for the subject.</p>	
<p><b>Entry requirements:</b>  Standard entry requirement for A Level programme.</p>	
<p><b>What you'll learn:</b></p> <ul style="list-style-type: none"> <li>• Refine your practical skills and use of materials</li> <li>• Modelling using card, plastics, wood and other materials to produce 3D artefacts</li> <li>• Develop your creative abilities using a range of strategies</li> <li>• Analytical study of existing products and key historical design movements and designers</li> <li>• Be able to make connections between your work to that of other artists &amp; designers</li> <li>• Be able to write coherently about those connections (1000-3000 words)</li> <li>• Communication of design ideas through various media</li> <li>• Digital Technologies - Computer Aided Design and Computer Aided Manufacturing</li> </ul> <p><a href="https://www.aqa.org.uk/subjects/art-and-design/as-and-a-level/art-and-design-7201">https://www.aqa.org.uk/subjects/art-and-design/as-and-a-level/art-and-design-7201</a></p>	
<p><b>How you'll learn:</b>  Short skills based practical sessions including design skills and practical making skills. Extended design and make activities. Discussion based study around background theory.  Students will be expected to spend additional hours per week outside of lesson time on independent study or research and practical workshop activities.</p>	
<p><b>How you'll be assessed:</b></p> <p><b>Component 1: <i>Personal Investigation</i> - 60%</b></p> <ul style="list-style-type: none"> <li>• A practical investigation supported by written material. Consisting of initial investigation, clarification of intention, looking at other designers, development of ideas and justification of decision making. The personal investigation must lead to a finished 3D outcome or one or a series of related finished outcomes.</li> </ul> <p><b>Component 2: <i>Externally Set Assignment</i> - 40%</b></p>	

- Students select one of a number of externally set starting points. Following a preparatory period, students must complete 15 hours of unaided, supervised time.

Each component is assessed against 4 assessment objectives:

A01 - Develop ideas

A02 - Explore and select appropriate resources

A03 - Record ideas, observations and insights

A04 - Present a personal and meaningful response

**Where next:**

This course could lead to further study at University or College - e.g. degree level. Leading onto careers in: Product/Industrial Design, Architecture and Construction, Graphic Design, Theatrical Design, Engineering, Technical Support.

This course also supports students in a wide range of other fields of study and employment where problem solving and practical skills are important.