

EXPRESSIVE ARTS CURRICULAR AREA**2018-19****ART & DESIGN****What is Art & Design?**

The Art and Design course is practical course which focusses on developing creativity. The course combines practical experiences in expressive and design activities along with developing knowledge and understanding of artists' and designers' practice. Learners will complete:

- Expressive Unit
- Design Unit
- Critical Studies

Why study Art & Design?

Art and Design encourages personal creativity and self-expression which helps learners gain confidence and prepares them for a rapidly changing world. The development of problem solving skill, manual dexterity and the exposure to a creative and innovative environment are intrinsic to the subject.

The skills developed within art and design provides vital professional qualities for progressive careers such as medicine, dentistry, engineering and architecture. Every industry realises the importance of creativity and that it brings with it innovation and generates new business.

Where could Art & Design take you?

Not only can it be a hugely enjoyable subject to study, it can open the door to many exciting job opportunities. Past Girvan students have gone on to study:

Architecture

Fashion and Textiles

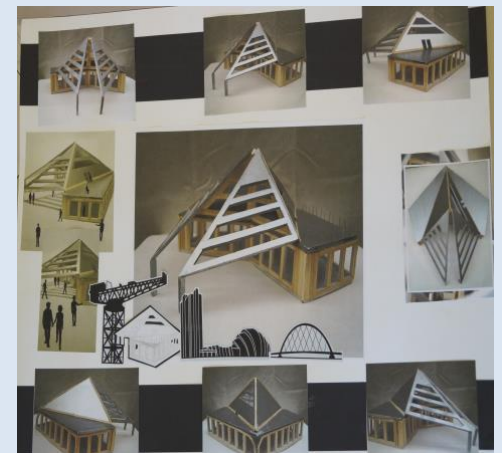
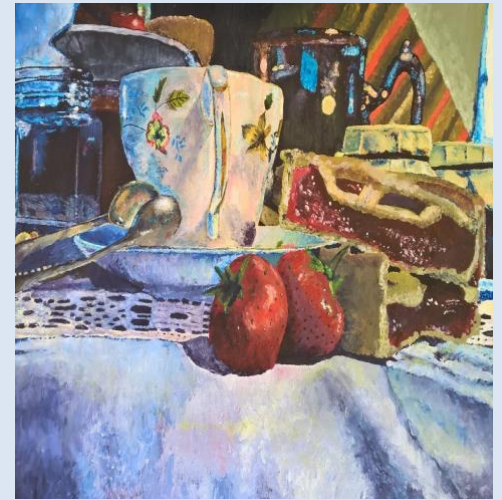
Fine Art

Interior Architecture

Photography

Fashion, Marketing & Retailing

Design Communication

**After S3:**

Pupils can continue to develop their creative and artistic skill by opting for Art & Design in S4. Pupils will be presented at an appropriate level suited to their ability at National 4 and 5 level. Pupils can continue further again, studying at Higher and Advanced Higher.

1. WHAT CAREERS CAN I DO IF I STUDY ART AT UNIVERSITY?



2. Transferable/employability skills;
And what are the skills that I'll learn whilst studying art and design that are useful to other jobs?



Transferable skills wheel

FINE ART

Artist - painter, sculptor, printmaker, conceptual, installation, etc....

Museum or gallery curator

Educator (galleries, school teacher, community, private art instructor)

Photographer

Arts administrator

Conservator

Art historian

Art critic

Blacksmith

Art therapist

Museum exhibition designer

Art dealer

Gallery owner

Art conservationist

Mural artist

Mosaic artist

Community artist

You'll notice that there are considerably less options here in the Fine Art side of this illustration.

However, this doesn't mean that jobs on the right can't be done by graduates of the fine art discipline.

We know of sculpture and painting graduates who've gone on to be web designers, painting graduates who are now commercial photographers, printmakers becoming ceramicists! The skills you learn in ANY creative education are transferable. See the next page for the skills you're learning in addition to the technical skills.....

DESIGN

Fashion designer: fashion consultant, fashion merchandising, pattern maker, stylists, fashion journalism, footwear, accessory design

Textile designer: fabric designer, knitwear designer, weaver, wallpaper, production manager

Costume designer: props and set design

Jewellery designer/maker

Graphic designer: advertising, packaging, logo/branding, typographer, advertisement design, magazine design, comic artist

Web designer

Multimedia and video game designer

Product designer

Interior designer: domestic, commercial

Furniture designer/maker/restorer

Photography: fashion, food, product, wedding, nature, portrait, ...stylist, technician

Film & TV: documentary filmmaker, producer, camera operator, sound artist/designer, film editor, special effects, video game design

Animator: 3D, computer, hand drawn

Motion Graphics: 3D modelling

Concept artist: storyboard artist

Architect: technician, technologist

Landscape architect: urban designer, town planner, playground/golf course designer

Ceramicist: maker and designer, potter

Millinery designer/maker

Illustrator: digital, book and magazine, medical illustrator, technical, cartoonist

Glass artist/designer

App designer

Sign writer

2. WHAT SKILLS WILL I LEARN, USEFUL FOR OTHER JOBS?



Employability and transferable skills;

My World of Work

<https://www.myworldofwork.co.uk/>

When creating art/design you are exploring many of these challenges and building skills in these key areas:

PLAYING WITH POSSIBILITIES - How willing are you to try out new and different ways of expressing yourself?

MAKING CONNECTIONS - How good are you at linking different techniques, experiences and ideas?

USING INTUITION - How good are you at 'having a hunch'?

WONDERING AND QUESTIONING - How much do you think critically about the work you and others produce?

EXPLORING AND INVESTIGATING - How willing are you to try out new and different techniques?

CHALLENGING ASSUMPTIONS - How willing are you to challenge something which you are told is correct?

TOLERATING UNCERTAINTY - How easy do you find it not to be sure about something you do?

STICKING WITH DIFFICULTY - How well do you stick at something when you are finding it difficult?

DARING TO BE DIFFERENT - How easy do you find it to go your own way and be different from the crowd?

SHARING THE PRODUCT - How easy do you find it to share your work with others?

GIVING AND RECEIVING FEEDBACK - How easy do you feel about others talking about your work and you talking about the work of others?

COOPERATING APPROPRIATELY - How easy do you find it being part of a group?

REFLECTING CRITICALLY - How often do you think about your work in a reflective, critical manner? Are you overly critical as regards to your own work?

DEVELOPING TECHNIQUES - How easy do you find it to acquire the basics of a new technique?

CRAFTING AND IMPROVING - Once you have the basics of a new technique, how easy do you find it to develop your skills?

CREATIVE/AESTHETIC

Aesthetic sensibility.
Capacity to observe and visualize.
Creative reasoning.
Visual presentation.

PRACTICAL/TECHNICAL

Create prototypes, models or proposals.
Drawing.
Other course specific skills.

SELF AWARENESS/MANAGEMENT

Critical and reflective judgment.
Independent judgment.
Able to self-evaluate.
Set own goals.
Respond rationally to critical judgment of others.

INTELLECTUAL

Intellectual curiosity.
Divergent thinking skills.
Analysis and synthesis.
Problem-solve:
• Identify and re-define problems
• Solve set problems in a creative way
Articulate and synthesise knowledge and understanding.
Generate ideas, concepts, proposals and follow through to outcome.
Research and investigate.
Awareness and understanding of context.
Capacity to work with ambiguity, uncertainty and unfamiliarity.

GENERIC

Project management.
Negotiation skills (with clients/ audience).
Ability to work collaboratively with others.
Verbal presentation to different audiences.
Written communication.
Meet deadlines.
Work independently.
Research and evaluate information.
Accommodate change.
Flexible approach.
IT skills.