

## Level 2 in Art and Design



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Subject	Level	Study Mode	Duration	Start Date
Art and Design	Level 2	Full-Time	1 year	September 2026

### Practical vs Theory



### The Course

This course will help to launch a career in various areas of design and digital media. You will research areas that interest you, respond to project briefs, build a personal portfolio and gain real insight into contemporary creative practice. The programme provides you with opportunities to explore an exciting range of locations and themes to generate innovative and individual ideas and outcomes.

### Course Aims

> To provide you with the fundamental creative skills and working practices needed for progression to further study.

### What You Will Study

- > Digital media
- > Creative projects
- > Portfolio development
- > Working to a brief
- > Communicating ideas and information
- > English and Maths, as required

### Entry Requirements

You will need four GCSEs at grade 3 or equivalent, including English and Maths. A satisfactory reference is also needed.

### Teaching and Learning Approach

A practical approach to teaching and learning is taken on this course.

### Time Required on Campus

You will normally be in college three days per week.

## Work Experience

30 hours work experience

## How You're Assessed

Internally assessed assignments

## Clothing, Equipment and Additional Costs

- > Drawing equipment including pens, pencils, rubber, ruler, sharpener, watercolours
- > A digital camera/smartphone is useful for taking photos of your work
- > A laptop or tablet would be useful
- > Sketchbooks

## Progression

Progression can be onto a Level 3 creative course, subject to successful completion of the course and satisfactory references.

## Careers

Work as an interior or graphic designer, exhibition designer, animator, architect, costume or set designer, fashion, clothing or textile designer, model maker, product designer, art therapist, CAD technician, illustrator and many more.