

Level 3 in Art and Design



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Subject	Level	Study Mode	Duration	Start Date
Art and Design	Level 3	Full-Time	1-2 years, depending on study route	September 2025

Practical vs Theory



The Course

This course will enable you to bring your creative ideas to life. You will work on live projects that provide real world design experience, building up a professional, innovative portfolio.

Course Aims

> To provide you with practical and professional skills for the creative sector.

What You Will Study

Year 1

- > Visual Recording and Communication
- > Critical and Contextual Studies
- > The Creative Process
- > Graphics Materials, Techniques and Processes
- > Materials, techniques and processes
- > Specialist Option Units: 3D Design, Fine Art or Textiles

Year 2

- > Developing an Art and Design Portfolio
- > Developing and Realising Creative Intentions
- > Managing a Client Brief
- > Working to Scale
- > Curating an Exhibition
- > Specialist Option Units: 3D Design, Fine Art or Textiles

Entry Requirements

You will need four GCSEs at grade 4 or equivalent, including English and Maths. A satisfactory reference is also needed, along with evidence of your Art and Design skills through a portfolio or previous work completed.

Teaching and Learning Approach

You will learn through a range of practical and theoretical sessions, enhanced by guest speakers and a range of visits.

Time Required on Campus

You will normally be in college three days a week.

Work Experience

You will undertake 30 hours work experience.

How You're Assessed

You will complete assignments for internal assessment, as well as externally assessed exams.

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

You will be able to progress to study a wide range of creative courses at degree level.

Careers

Work as an interior designer, animato, graphic designer, set designer, filmmaker, architect, illustrator, product designer, computer game environment designer and many more.