

**Faculty of Art,
Design
&Technologies**

COURSE TITLE	Art & Design
LEVEL	National 4/5
ENTRY REQUIREMENTS	N/A
COURSE DESCRIPTION	<p>The aims of the Course are to enable learners to:</p> <ul style="list-style-type: none"> • Communicate personal thoughts, feelings and ideas through the creative use of art and design materials, techniques and/or technology. • Develop critical knowledge and understanding of a range of art and design practice. • Plan, develop, produce and present creative art and design work. • Understand the impact of external factors on artists and designers and their work. • Develop creativity, problem solving, critical thinking and reflective practice skills.
COURSE ASSESSMENT	<p>National 4 Unit Assessment is across two units:</p> <ul style="list-style-type: none"> • Expressive. • Design. <p>Course Assessment at National 5 is made up of two component marks:</p> <ul style="list-style-type: none"> • Portfolio worth 80% of grade. • Question Paper worth 20% of grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>Learners will develop broad, practical and useful skills through this course. The main skills areas are listed below:</p> <ul style="list-style-type: none"> • Personal and directed learning • Analysing and evaluating • Creating and presenting.

COURSE TITLE	Art & Design
LEVEL	Higher
ENTRY REQUIREMENTS	N5 Art & Design Grade A-C
COURSE DESCRIPTION	The aims of the Course are to enable learners to: <ul style="list-style-type: none"> • Communicate personal thoughts, feelings and ideas through the creative use of art and design materials, techniques and/or technology. • Analyse a range of art and design practice and critically reflect on the impact of external factors on artists and designers and their work. • Plan, develop, produce and present creative art and design work. • Develop personal creativity, using problem solving, critical thinking and reflective practice skills.
COURSE ASSESSMENT	Course Assessment is made up of two component marks: <ul style="list-style-type: none"> • Portfolio worth 77% of grade. • Question Paper worth 23% of grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	Learners will develop broad, practical and useful skills through this course. The main skills areas are listed below: <ul style="list-style-type: none"> • Personal and directed learning • Analysing and evaluating • Creating and presenting.

COURSE TITLE	Art & Design (specialising in either Design or Expressive)
LEVEL	Advanced Higher
ENTRY REQUIREMENTS	Higher Art & Design Grade A-C
COURSE DESCRIPTION	<p>The aims of the Course are to enable learners to:</p> <ul style="list-style-type: none"> • Experience an independent, self-directed study of either Expressive or Design practice • Develop personal autonomy, creativity, independent thinking and evaluative skills when developing ideas. • Develop individual creativity and technical skills through the considered exploration and creative use of a range of materials, equipment, techniques and/or technology • Develop higher-order thinking skills by analysing, synthesising and responding to the work of artists or designers and the external factors which influence them • Develop advanced critical thinking • Reach substantiated and informed judgements when refining and presenting lines of development towards design or expressive outcomes • Create a portfolio of work to support application to Art School and other creative industry courses at university or college. <p>The focus of the units will be dependent on whether learners have chosen to specialise in Design or Expressive.</p>
COURSE ASSESSMENT	<p>Expressive Art Course Assessment mark:</p> <ul style="list-style-type: none"> • Portfolio worth 100% of grade. • Portfolio includes written study and practical folio. <p>Design Course Assessment mark:</p> <ul style="list-style-type: none"> • Portfolio worth 100% of grade. • Portfolio includes written study and practical folio.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>Learners will develop broad, generic skills through this course. The main skills areas are listed below:</p> <ul style="list-style-type: none"> • Self-directed study • Analysing and evaluating • Creating and presenting

COURSE TITLE	Photography
LEVEL	Higher
ENTRY REQUIREMENTS	This course is for S6 Pupils only
COURSE DESCRIPTION	<p>The aims of the Course are to enable learners to:</p> <ul style="list-style-type: none"> • Communicate personal thoughts, feelings and ideas using photography. • Develop problem solving, thinking and reflective practice skills, becoming critically self-reflective autonomous learners. • Develop knowledge and understanding of photography practice and analyse the impact of social and cultural influences on photographers' work. • Develop technical and creative skills in using photographic media, techniques and processes.
COURSE ASSESSMENT	<p>Course Assessment mark:</p> <ul style="list-style-type: none"> • Project worth 77% of grade. • Exam worth 23% of the grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>Learners will develop practical and useful skills through this course. The main skills areas are listed below:</p> <ul style="list-style-type: none"> • Personally led learning. • Analysing and evaluating. • Creating and presenting

COURSE TITLE	Sketchbook Development
LEVEL	Level 5. Suitable for S5 and S6 pupils.
ENTRY REQUIREMENTS	National 5 Art & Design. Pupils must be considering going into the creative industries in the future. Pupils choosing Advanced Higher Art & Design should also choose this subject.
COURSE DESCRIPTION	Pupils will research artists and designers to inform their practise. Pupils will have the opportunity to research and develop ideas through drawing and 3D model making.
COURSE ASSESSMENT	N/A
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<ul style="list-style-type: none"> • Build confidence. • Enhance skill set suitable for creative industries. • Support portfolio creation for creative industries/expressive arts further/higher education courses.

COURSE TITLE	Practical Woodworking Skills
LEVEL	National 4/5
ENTRY REQUIREMENTS	S5/6 only
COURSE DESCRIPTION	<p>The aims of the Course are to enable learners to develop:</p> <ul style="list-style-type: none"> • Skills in woodworking techniques. • Skills in measuring and marking out timber sections and sheet materials. • Safe working practices in workshop environments. • Practical creativity and problem-solving skills. • An understanding of sustainability issues in a practical woodworking context.
COURSE ASSESSMENT	<p>Unit Assessment is across three Units:</p> <ul style="list-style-type: none"> • Flat-Frame. • Materials and Manufacturing. • Carcase Construction. <p>Course Assessment mark:</p> <ul style="list-style-type: none"> • Project worth 70% of grade. • Exam worth 30% of grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>Learners will develop broad, practical skills through this course. The main skills areas are listed below:</p> <ul style="list-style-type: none"> • Time management, measurement and numeracy • Reading and interpreting drawings. • Creating and finishing.

COURSE TITLE	Design & Manufacture
LEVEL	National 4/5
ENTRY REQUIREMENTS	N/A
COURSE DESCRIPTION	<p>The aims of the Course are to enable learners to develop:</p> <ul style="list-style-type: none"> • Skills in the design and manufacturing of models, prototypes and products. • Knowledge and understanding of manufacturing processes and materials. • An understanding of the impact of design and manufacturing technologies on our environment and society.
COURSE ASSESSMENT	<p>Unit Assessment is across two Units:</p> <ul style="list-style-type: none"> • Design. • Materials and Manufacturing. <p>Course Assessment is made of two component marks:</p> <ul style="list-style-type: none"> • Assignment worth 56% of grade. • Question Paper worth 44% of grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>Learners will develop broad, practical skills through this course. The main skills areas are listed below:</p> <ul style="list-style-type: none"> • Time management, measurement and numeracy. • Enterprise • Understanding and application • Applying • Analysing and evaluating

COURSE TITLE	Design & Manufacture
LEVEL	Higher
ENTRY REQUIREMENTS	National 5 Design & Manufacture (Grade A-C) Any other relevant National 5 Qualification (see DT teacher for information)
COURSE DESCRIPTION	The aims of the Course are to enable learners to develop: <ul style="list-style-type: none"> • Research skills. • Idea generation techniques. • The ability to read drawings and diagrams. • The ability to communicate design ideas and practical details. • The ability to evaluate and apply both tangible and subjective feedback. • The ability to devise, plan and develop practical solutions to design opportunities.
COURSE ASSESSMENT	Unit Assessment is across two units: <ul style="list-style-type: none"> • Design. • Materials and Manufacture. <p>Course Assessment is made up of two component marks:</p> <ul style="list-style-type: none"> • Design Assignment worth 53% of grade. • Question Paper worth 47% of grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	Learners will develop broad, generic skills through this course. The main skills areas are listed below: <ul style="list-style-type: none"> • Money, time and measurement. • Enterprise. • Applying. • Analysing and evaluating. • Creating.

COURSE TITLE	Design & Manufacture
LEVEL	Advanced Higher
ENTRY REQUIREMENTS	Higher Design & Manufacture (Grade A-C)
COURSE DESCRIPTION	<p>The aims of the Course are to enable learners to:</p> <ul style="list-style-type: none"> • Develop understanding and skills in the processes of designing for the manufacture of products in commercial and industrial contexts. • Develop and apply an understanding of the factors which influence thinking for product design and manufacturing activities. • Develop a critical and visual awareness associated with requirements for user interface and product detailing. • Develop independence in learning and enquiry skills in the context of problem solving in designing and manufacturing. • Develop economic, social and environmental awareness of the implications of a product's design through its life cycle.
COURSE ASSESSMENT	<p>Unit Assessment is across three Units:</p> <ul style="list-style-type: none"> • Product Analysis. • Product Evolution. • Product Development. <p>Course Assessment is made of two component marks:</p> <ul style="list-style-type: none"> • Design Project worth 60% of grade. • Question Paper worth 40% of grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>Learners will develop broad, generic skills through this course. The main skills areas are listed below:</p> <ul style="list-style-type: none"> • Information handling. • Money, time and measurement. • Information and communication technology (ICT). • Analysing and evaluating. • Creating.

COURSE TITLE	Graphic Communication
LEVEL	National 4/5
ENTRY REQUIREMENTS	N/A
COURSE DESCRIPTION	<p>The aims of the Course are to enable learners to:</p> <ul style="list-style-type: none"> • Develop skills in graphic communication techniques, including the use of equipment, graphics materials and software. • Extend and apply knowledge and understanding of graphic communication standards, protocols and conventions where these apply. • Develop an understanding of the impact of graphic communication technologies on our environment and society.
COURSE ASSESSMENT	<p>Unit Assessment is across two units:</p> <ul style="list-style-type: none"> • 2D Graphic Communication. • 3D Pictorial Graphic Communication. <p>Course assessment is made of two components:</p> <ul style="list-style-type: none"> • Final Assignment worth 33% of final grade. • Question Paper Exam worth 67% of final grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>Learners will develop broad, generic skills through this course. The main skills areas are listed below:</p> <ul style="list-style-type: none"> • Money, time and measurement. • Information and communication technology (ICT.) • Understanding. • Applying. • Analysing and evaluating.

COURSE TITLE	Graphic Communication
LEVEL	Higher
ENTRY REQUIREMENTS	National 5 Graphic Communication (Grade A-C) Any other relevant National 5 Qualification (see DT teacher for information)
COURSE DESCRIPTION	The aims of this Course are to enable learners to develop: <ul style="list-style-type: none"> • Skills in graphic communication techniques, including the use of equipment, graphics materials and software. • Creativity in the production of graphic communications to produce visual impact in meeting a specified purpose. • Skills in evaluating the effectiveness of graphics in communicating and meeting their purpose. • An understanding of graphic communication standards, protocols and conventions, where these apply. • An understanding of the impact of graphic communication technologies on our environment and society.
COURSE ASSESSMENT	Unit assessment is across two units: <ul style="list-style-type: none"> • 2D Graphic Communication. • 3D Pictorial Graphic Communication. <p>Course assessment is made of two components marks:</p> <ul style="list-style-type: none"> • Final assignment worth 36% of final grade. • Question paper exam worth 64% of final grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	Learners will develop broad, generic skills through this course. The main skills areas are listed below: <ul style="list-style-type: none"> • Money, time and measurement. • Information and communication technology (ICT). • Applying. • Analysing and evaluating. • Creating.

COURSE TITLE	Graphic Communication
LEVEL	Advanced Higher
ENTRY REQUIREMENTS	Higher Graphic Communication (Grade A-C)
COURSE DESCRIPTION	<p>The aims of the Course are to enable learners to develop:</p> <ul style="list-style-type: none"> • Skills for enquiry, research and evaluation in the commercial contexts of graphic communication. • A critical understanding of the impact of advanced graphic communication technologies and activities on our environment and society. • Skills in applying graphic communication design principles and techniques in the various contexts of commercial activity. • Skills in the use of software applications in producing creative, meaningful and effective graphic items and solutions to contextualised problems and challenges. • Skills in creatively applying graphic presentation work and animation techniques to satisfy the needs of commercial activities and those of their audiences. • The ability to demonstrate independence in learning and thinking.
COURSE ASSESSMENT	<p>Unit assessment is across two units:</p> <ul style="list-style-type: none"> • Commercial and Visual Media Graphics. • Technical Graphics. <p>Course assessment is made of two component marks:</p> <ul style="list-style-type: none"> • Final project worth 60% of final grade. • Question paper worth 40% of final grade.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>Learners will develop broad, generic skills through this course. The main skills areas are listed below:</p> <ul style="list-style-type: none"> • Money, time and measurement. • Information and communication technology (ICT). • Analysing and evaluating. • Creating