OCR Level 2 Cambridge Technical Diploma in Art and Design (600/6093/1)

Overview
This qualification is designed for students aged 16-19 years old wanting to specialise in the Art and Design industry. This qualification provides an understanding of Art and Design through engagement with the work of artists and designers, materials, processes and techniques.

This qualification can develop students' skills and understanding in a wide range of areas; generating and developing ideas, materials and techniques, production, media and presentation, all of which enable students to aspire to meet key industry requirements. Students have the opportunity to take units that are relevant to specific areas within the art and design industry such as graphic design and illustration, photography, fine art and fashion and textiles. This leads to the application of practical and creative skills that transfer easily into the workplace and demonstrate industry standards for students looking for careers in animation, fashion design, theatre, television and film, printing and media to name but a few.

This qualification gives students solid foundation skills, as well as an awareness and understanding of the specialist skills required for the roles allowing them to progress easily to higher level qualifications and potential specialisms.

This qualification has been designed so that it can be delivered in one year.

In order to take this qualification, students do not need any specific knowledge or skills related to the qualification and/or occupation. However, they should be aged 16 years or over.

We've designed this qualification so that schools and colleges can work with employers to create assignments for students to demonstrate they can put their skills and knowledge to use. For example, this may be to create something, solve a problem or find ways to improve something that would be typical of what happens in jobs in the Art and Design industry. Employers can also get involved in teaching, from explaining the theories behind Art and Design concepts and how they apply to the work they do, to talking about what to think about before designing a leaflet or brochure.

What does this qualification cover?
To complete this qualification, the student will need to achieve a minimum of 60 credits. Students will take up to seven units, made up of one mandatory and five or six optional units to include the mandatory unit: Exploring the work of artists and designers. This unit provides an understanding of art, design and craft through engagement with the work of artists and designers. In further units, students have the opportunity to gain practical and creative skills by working with the 2D and 3D materials, processes and techniques of their choice. Available options include photography, graphic design, 3D, fine art and fashion.

This qualification will also enable students to develop other desirable skills. Depending on their choice of optional units, this could include critical thinking, communication, leadership, and motivating others.

This qualification was developed in close collaboration with industry and employer-led organisations representing the sector, including the sector skills council.

What could this qualification lead to?

This qualification will provide entry to employment in some art and design related careers. Such students would normally enter employment through a work-related training programme such as an apprenticeship in photography, graphics, illustration, fashion, product design or multimedia.

This qualification is part of a larger Substantial Vocational Level 2 suite, consisting of the Extended Certificate (180 GLH) and this Diploma (360 GLH).

The Diploma will provide students with an introduction to the art and design industry. This larger sized qualification allows students to increase the number of optional units studied, enabling them to gain further depth and breadth of the art and design industry. It will also support students if they want to undertake additional study or professional development.