Aimed at supporting progression to Level 3 study, our new creative skills qualifications have been developed in consultation with teachers and employers from the creative industries to ensure they are current, relevant, highly practical and allow for holistic teaching and evidencing of skills.

The qualifications benefit from:

- **Simple structure and reduced admin**: the qualifications feature holistic teaching modules with only two assessments in the 180 Certificate, three in the 240 Extended Certificate and four in the 360 Diploma, significantly reducing admin so you can focus on teaching.

- **Highly practical learning and assessment**: all learner work is generated through practical projects, briefs, assignments and workshops, preparing them through the development of portfolios supporting progression to Level 3 study.

- **A common assessment criteria grid**: the same five assessment criteria are used to assess all work produced throughout the qualifications. This simplifies assessment and means that it is clear what learners are expected to do to achieve the criteria.

- **Fair and compensatory assessment**: grading is recorded at criteria level, rather than by unit. This rewards learners for their exceptional performance in some areas without requiring it in all areas, so grade outcomes will reflect a fair balance across the assessment criteria.

- **Grading weighted to reflect development**: in the Diploma, the final grade will be weighted towards the final assessment to ensure that achievement reflects the stage when learners have had maximum opportunity to develop their skills and apply their full potential.
What can my students study?
To allow for a rich and immersive learning experience, students can work freely across a range of technical skills areas.

<table>
<thead>
<tr>
<th>Practical Skills Areas</th>
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</thead>
<tbody>
<tr>
<td>Image and mark</td>
</tr>
<tr>
<td>Fashion, wearable and textiles</td>
</tr>
<tr>
<td>3D, space and product</td>
</tr>
<tr>
<td>Moving image and lens</td>
</tr>
<tr>
<td>Graphic and digital communication</td>
</tr>
</tbody>
</table>

How will my students be assessed?
All evidence produced for assessment is based on practical portfolios of work. The same five assessment criteria are used to assess all work throughout the qualification, making the assessment process simple and clear to teachers and learners.

<table>
<thead>
<tr>
<th>Learning and teaching modules</th>
<th>Assessment units</th>
<th>180 Certificate</th>
<th>240 Extended Certificate</th>
<th>360 Diploma</th>
</tr>
</thead>
</table>
| A: Exploring and Developing Art and Design Skills | A1: Skills Development (120 GLH)  
- Exploration of the fundamentals of art and design practice, learning how skills are integrated to create work. | Mandatory | Mandatory | Mandatory |
| | A2: Art and Design Project (60 GLH)  
- Application of creative practices to develop a full art and design project. | Mandatory | Mandatory | Mandatory |
| B Personal Development | B1: Personal Development (60 GLH)  
- Exploration of roles within the art and design sector and further development of the skills needed to progress towards personal aims | Mandatory | Mandatory | Mandatory |
| C Responding to a Creative Brief | C1: Responding to a Creative Brief (120 GLH)  
- Production of a proposal and practical response to a creative brief, managing the project from inception to communication of outcomes. | Mandatory | | |

What skills will learners gain?
- Investigation
- Communication
- Practical skills
- Development
- Approach

* Learners must complete all mandatory assessment units for the relevant qualification size and achieve a Pass grade or above in each assessment criteria.

Find out more about the Pearson BTEC Level 2 in Art and Design Skills: quals.pearson.com/artanddesignskills