Aspiring Visual & Graphic Artist

Key Facts:

Age range : 13-17

Location: d'Overbroeck's

Class size:



Certificate:
Personalised report card, External and Bucksmore certification



Minimum language level: B1 (intermediate)



Weekly excursions: 2 full-day



Dates:

9 July - 6 August

The course aims to provide a strong foundation in visual and graphic arts by exploring fundamental concepts, techniques, and tools. Through hands-on activities and practical exercises, students will develop their artistic skills and creativity while gaining a deeper understanding of various visual and graphic art forms.

Learning outcomes

- Targeted career and pre-university development including an Individualised Career Action Plan
- Hands-on experience into careers in visual art, graphic design and illustration
- Improvement in English fluency, especially practical and career-oriented language
- Development of transferable skills including leadership, teamwork, and problem-solving

Example Study In Action Workshops

Design Museum, London - Students engage with the museum's collection of contemporary design objects to foster experiential learning. Workshops will support students to gain new perspectives on the role of designers and the impact of design in everyday life. Additionally, students will delve into material exploration and the ethical responsibility of designers to actively seek novel and environmentally sustainable materials.

V&A Museum - In this workshop students will learn from the V&A's 1900 - Now collection about artists approaches to changing the world around them. They will be asked to take on the role of the designer for their own cause, using a design thinking approach to create change for good.

Capstone Industry Project

Through the Capstone Industry Project students will develop a compelling portfolio which can support their application to university and gain an Industry Certification - delivered by Ofqual recognised UK provider.



