



# MCAST

Malta College of Arts, Science & Technology

MQF Level 1

AD1-01-19

**Introductory Certificate in Art and Design**

**Course Specification**

## **Course Description**

This programme provides students, who completed their compulsory education and are in possession of their School Leaving Certificate, with an opportunity to follow an introductory course in the field of art and design. The programme focuses on basic art and design principles, with an emphasis on vocational practice, which enables students to understand better the vocation they intend to follow and prepare them for further training in the field. Key skills subjects help students improve their competences within basic areas such as language, numeracy, information technology, science and personal development.

## **Programme Learning Outcomes**

At the end of the programme the students are able to

- 1. Understand the differences and similarities between art and design.*
- 2. Perform simple art and design tasks in accordance with clear instructions.*
- 3. Participate in the cultural life of the local community.*
- 4. Know the basic vocabulary, techniques and materials.*

## **Entry Requirements**

- Finished Compulsory Education

## **Other Entry Requirements**

- Initial Assessment Tests

**Current Approved Programme Structure**

<b>Unit Title</b>	<b>ECVET</b>
Introduction to Art	6
Introduction to Design	6
Mathematics	5
English	5
Malti	5
Information Technology	5
Individual and Social Responsibility	3
Science	5
<b>Total ECVET</b>	<b>40</b>

## Introduction to Art

**Unit level (MQF):** 1

**Credits :** 6

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### Unit description

This unit aims to introduce learners to a variety of disciplines and techniques used in art. It provides learners with the ability to understand the differences and similarities between drawing, photo, print, sculpture and painting. Learners will acquire basic knowledge of different kinds of arts (drawing, painting, printmaking, sculpture) and become familiar with different mediums of expression, as well as basic materials and techniques by creating their own artwork. Unit content also covers development of creativity and aesthetic way of thinking.

Learners should learn how to make a clear distinction between drawing, painting, printmaking and sculpture and understand the role of art on a social level and the role of artists as creative thinkers.

### Learning Outcomes

On completion of this unit learners should be able to:

1. *Distinguish between visual art forms (drawing, painting, sculpture and printmaking).*
2. *Explain techniques used in different kinds of art.*
3. *Produce artwork using simple art techniques under supervision;*

## Introduction to Design

**Unit level (MQF):** 1

**Credits :** 6

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### Unit description

This unit provides an introduction to general concepts of design and overview of its aesthetic and functional dimensions. Introduction to Design follows the creative process on its path from an idea to a final product or artwork. Starting at a basic level, the unit generally presents different disciplines of design: graphic design, fashion design, interior design, and product design, costume design, set design. This unit also introduces students to basic techniques used in designing process. Introduction to Design helps students to recognize which area of design matches their interests. Basically it is preparation for further studies in art and design.

### Learning Outcomes

**On completion of this unit learners should be able to:**

1. *Recognize design disciplines.*
2. *Understand process from idea to finished design.*
3. *Create sketches for simple designs.*