



# MCAST

Malta College of Arts, Science & Technology

MQF Level 2

CA2-01-19

**Foundation Certificate in the Creative Arts**

**Course Specification**

## **Course Description**

This course provides an opportunity to students, in possession of the School Leaving Certificate, to follow a structured programme of study that explores the basics of various Creative Art disciplines, namely Art, Design, Media and Performing Arts. The programme includes a significant amount of vocational practice, as well as essential key skills subjects that will help students form a clear idea of the nature of the vocation they intend to follow at higher levels while, at the same time, nurturing 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 is able to

- 1. Perform art and design tasks in accordance with clear instructions.*
- 2. Explore art and design techniques and materials.*
- 3. Understand the basic elements of photography, the moving image and digital arts.*
- 4. Use skills in drama, movement and music to express emotions and ideas.*

## **Entry Requirements**

- Finished Compulsory Education; or
- MCAST Introductory Certificate

## **Other Entry Requirements**

- Initial Assessment Tests
- Applicants with SEC/O-Level passes at Grades 6 or 7 in at least two subjects from Maltese, English Language and Mathematics or “Secondary School Certificate and Profile” (SSC&P) at Level 1 or 2 will be exempted from the Initial Assessment Tests and will start directly at Level 2.

**Current Approved Programme Structure**

<b>Unit Title</b>	<b>ECVET/ECTS</b>
An Introduction to Art	6
Design Principles and Elements	6
An introduction to Media	6
An Introduction to Performance Skills	6
English	6
Maltese	6
Mathematics	6
Information Technology	6
Science	6
Individual and Social Responsibility	6
<b>Total ECVET/ECTS</b>	<b>60</b>

## Introduction to Art

**Unit level (MQF):** 2

**Credits :** 6

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### Unit Description

Learners will improve their visual perception, methodology of work and creativity. The outcome of this unit is to broaden the knowledge in arts, further the development of aesthetics, sense of proportion, character of shapes and surface in nature and manmade objects. Learners will be provided with the knowledge to develop visual literacy that will help them solve various problems in a more creative and humane way.

This unit covers various art elements such as texture, space, shape, colour, tone, value and line, as well as composition elements such as balance, stability, dominant, hardness, purity, spatiality and harmony. Special attention will be given to an artistic way of thinking in various situations which include landscape drawing and painting, values study in painting, collage, clay modelling, assemblage, the use of colour, the use of drawing, materials and techniques used in making a piece of art. As a result of this unit, learners will be able to apply the provided knowledge in theory and practice to develop a creative way of thinking which will help them produce their own artwork following instructions.

### Learning Outcomes

**On completion of this unit the learner will be able to**

1. *Understand the formal art elements.*
2. *Explain the basic principles in Art.*
3. *Produce an artwork following given instructions.*

## Design Principles and Elements

**Unit level (MQF):** 2

**Credits :** 6

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### Unit Description

Visual arts, design elements and principles are crucial for every beginner to understand.

This unit will provide an introduction to the basic design elements for learners to comprehend. The latter will become familiar with design elements through carefully selected theoretical examples as well as through practical exercises in different specialised workshops. Design principles, on the other hand, are ways of arranging the previously mentioned elements following a good and sustainable composition. Learners will be exposed to all major design principles through practice in workshops and theory lessons in class.

### Learning Outcomes

On completion of this unit the learner will be able to

1. *Recognise the elements and principles of design in different design specialised fields.*
2. *Explain design elements and principles in any presented design work.*
3. *Create own design project using design elements and principles effectively.*

## An Introduction to Media

**Unit level (MQF):** 2

**Credits :** 6

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### Unit Description

This unit will provide awareness on a range of media elements and their influence in contemporary society. The learners will be expected to learn basic principles, conduct research, develop their ideas and present their work for review. The unit will deliver relevant knowledge and skills with a focus on applied learning.

In this unit, Introduction to Media Studies, learners will explore why Media exists. Why do people use media? Media is a very fast moving subject, so it is important that learners are aware in order to keep updated with all main latest developments. Learners also need to be able to understand how different techniques in Media are used to create meaning as well as how different media texts communicate meaning to an audience.

### Learning Outcomes

On completion of this unit the learner will be able to

1. *Show how basic elements of photography can be used as means of communication.*
2. *Identify basic moving image productions and their use.*
3. *Create own digital artwork for a given brief.*

## An Introduction to Performance Skills

**Unit level (MQF):** 2

**Credits :** 6

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### Unit Description

This unit will help learners express emotions and ideas through drama, movement and music. It will give them the opportunity to use skills in order to prepare for a simple performance whilst learning to be critical of their own performance skills and trying to improve.

Elements of drama, movement and music such as focus, tension, timing, rhythm, contrast, mood, body, action, space, time, energy, language, sound, symbol, dynamics, melody, harmony, tone colour, texture, and form will be explained.

These will be used to explore particular themes in a multidisciplinary manner in order for learners to see the potential for expression through different media. The body will act as the prime medium of exploration but simple props, musical instruments (even those created from found objects) and basic technology could also be tools to assist the expression of emotions and ideas through performance.

### Learning Outcomes

**On completion of this unit the learner will be able to**

1. *Reproduce drama, movement, and music sequences.*
2. *Understand different skills in drama, movement and music, and methods to improve own skills.*
3. *Communicate emotions and ideas through drama, movement and music.*