

# VISUAL ART, LEVEL 2

## Guide to the New TASC Course



The new *Visual Art* TASC Level 2 course has been developed to replace Art Production Level 2 and reflects current priorities in Art Education and curriculum provision in Tasmania

*Visual Art* TASC Level 2 was developed after extensive consultation with stakeholders and provides clear and detailed information to allow successful implementation of the new course.

The course was mapped against the Australian Curriculum and tertiary expectations and recommendations to ensure clarity and appropriateness of content and level.

### WHAT IS SIMILAR?

Learners will continue to:

- focus on artwork in a single studio
- apply the elements and principles of design
- respond to influences in artworks
- use a range of techniques and technologies
- respond to artworks

The Course:

- retains the current criteria with minor changes to bring them to compliance
- retains the current standards with minor changes to bring them to compliance

### WHAT IS DIFFERENT?

- 4 sequential and compulsory units have been created to provide direction and structure
- Unit 1 allows for flexibility in studios before requiring specialisation in the remaining 3 units
- Course content takes into consideration stakeholder priorities
- Teacher amendments to studio lists have been incorporated
- Key knowledge and skills are made explicit i.e. what students must do and understand in each unit

- There are explicit work requirements to reflect the units of study.
- A glossary is included with specific terminology to support teachers and learners

### HOW DOES THE COURSE CATER FOR ALL STUDENTS?

- There are no prerequisites for the study of *Visual Art* TASC Level 2
- It is inclusive of the learning needs of all learners.
- Particular advice about supporting learners with need will be included in online support material.

### WHAT SUPPORT IS PROVIDED?

- A teaching and learning supplement designed to support teachers new to or returning to teaching this course.
- Professional Learning Working Groups to support course implementation.
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- Advice on programming (scope and sequence documentation).