VQA Factsheet

T Level Foundation Course in Creative and Design

Course Information	
Course title:	VQA T Level Foundation Course in Creative and Design
Course type:	Level 2 VQA Endorsed Course (unregulated)
Target audience:	Students aged 16-19 with the potential to progress onto a T Level with the extra support and preparation that an additional year can provide
Guided learning hours (GLH):	150
Grading model:	Pass/Fail
Course fee:	£45

Features of a T Level Foundation Course

Preparation for T Levels: a one-year course, completed as part of a foundation year, designed to provide students with a strong foundation in the knowledge and skills directly relevant to their chosen T Level route, preparing them for level 3 study.

Development of Core Skills: the course embeds essential English, maths, and digital skills, ensuring that students develop literacy and numeracy skills that are key to academic success and in the workplace.

Workplace Experience: students will benefit from a work experience opportunity or experience of a simulated work environment, providing an opportunity to apply their learning in a practical context.

Professional Behaviours: The course introduces students to professional behaviours expected in the workplace, including communication, teamwork, and time management.

Progression Opportunities: Successful completion of the Foundation Course, together with the other components of the foundation year to include English and maths, will support students to progress to a T Level, apprenticeship, or employment.

Focus of the Creative and Design T Level Foundation Course

- introduces core theories, concepts, and principles shared across both T Levels and occupational specialisms in the route
- develops technical knowledge of the creative and design sector, consideration of audience and cultural context, research, and project methodologies
- supports technical skills development in health and safety, the use of tools and equipment, and technical production skills
- builds understanding of creative occupations within and beyond the creative industries, such as creative media technician, content creation, and craft-based roles.