Mark Scheme

Qualification Title: NCFE Level 2 Certificate in Creative Studies: Graphic Design

Assessment Window: September - November 2018

Task 1			
Assessment criteria	Pass	Merit	Distinction
1.1 Apply a range of <u>visual</u> techniques and <u>visual language</u> to communicate a variety of alternative ideas and graphic design solutions in relation to the design brief	Candidates apply a range of visual language and techniques to communicate ideas and solutions appropriate to the design brief	Candidates investigate a range of visual language and visual techniques clearly to communicate ideas and graphic design solutions in relation to the design brief	A range of visual techniques and visual language is skilfully and convincingly applied. Candidates use techniques and visual language to fluently communicate ideas and graphic design solutions in relation to the design brief
Range:	Visual language: includes formal elements eg line, tone, texture, colour, pattern, symmetry. Visual techniques: use of graphic elements, visual language (colour, tone, shape, line, texture etc), materials, techniques and processes to explore and develop images or objects which communicate meanings and messages in response to the design brief eg sheets of ideas (roughs), thumbnail sketches, collage, hand-drawn visuals, mock-up on screen editing/scaling/resizing eg roughs, thumbnail sketches, paste-up; mock-up, collage, colourways, finished visuals, diagrams, grids, reprographic techniques (copy, enlarge, reduce), use of software packages eg on-screen display.		
 a) Experiment with a range of graphic design techniques and visual language b) Use a range of graphic design techniques and visual language to communicate at least 3 ideas 	The learner will evidence basic application of a range of visual language and visual techniques through experimentation to communicate at least 3 basic ideas. Ideas will be basic and will partially meet the requirement of the brief.	The learner will evidence clear application of a range of visual language and visual techniques through experimentation to communicate at least 3 ideas. The learner will have evidenced a range of appropriate visual techniques and visual language they intend to use in meeting the brief. These will be sufficient in communicating their design ideas. The learners will begin to clearly communicate a minimum of 3 ideas that mostly meet the brief.	The learner will evidence skilled application of a range of visual language and visual techniques through experimentation to communicate at least 3 ideas. The learner will have evidenced a range of appropriate visual techniques and visual language they intend to use in meeting the brief. These will be fluent in communicating their design ideas. The learner will evidence a convincing application of visual techniques and language.

			The learner will fluently communicate a minimum of 3 ideas that are clear in how they all meet the brief.
Glossary of Terms	Appropriate: Relevant to the purpose/task	Clearly: Logically and without possibility of misunderstanding	Skilfully: In a manner underpinned by technical knowledge and a degree of mastery Convincing Persuasive and credible Fluently: Smoothly flowing and without apparent effort

Task 2			
Assessment Criteria	Pass	Merit	Distinction
1.2 Demonstrate <u>planning</u> and <u>recording progress</u> towards meeting the outcomes of the design brief	Candidates plan work and make connections between activities over time. Records of progress which are appropriate to the design brief are produced. Records show sufficient awareness of strengths and weaknesses in order to make steady progress	Candidates reflect on, analyse and demonstrate critical understanding of progress towards meeting the outcomes of the design brief	Planning shows creativity , initiative and originality
Range:	Planning: of development work, timeson Recording progress: notes, evaluation equipment, discussion records etc.	cales, deadlines. In and review, records of experimentation, ra	ntionale for use of methods, techniques or
a) Produce a record b) Produce a plan c) Revisit the plan and record	Learners will produce a basic record. Some basic evidence of: • record of their progress • the creative opportunities that the brief presents • which ideas best meet the design brief. Learners will produce a basic plan. Some basic evidence of: • the activities they will do to meet the design brief in the time available • order in which they intend to do these activities. Task 2 a) and b) required for a pass.	Learners will produce a record to include most of the following: Evidence of record of their progress the creative opportunities that the brief presents which ideas best meet the design brief. and reasons for their choice or: explanation in detail why they have rejected some ideas and chosen to develop others. Learners will evidence critical understanding in their record by providing some clear analysis and/or evaluation and/or opinion, and/or reasons.	Learners will produce a record to include most of the following: Evidence of record of their progress the creative opportunities that the brief presents which ideas best meet the design brief. and reasons for their choice or: explanation in detail why they have rejected some ideas and chosen to develop others. Learners will evidence critical understanding in their record by providing some clear analysis and/or evaluation and/or opinion, and/or reasons.

Glossary of Terms	Appropriate Relevant to the purpose/task	 the activities they will do to meet the design brief in the time available the order in which they intend to do these activities the difficulties they think they might come across how they could overcome any concerns or difficulties they may experience the resource requirements. Critical understanding: The ability to	To include some evidence of most of the following: • the activities they will do to meet the design brief in the time available • the order in which they intend to do these activities • the difficulties they think they might come across • how they could overcome any concerns or difficulties they may experience • the resource requirements. Creativity: Originality, imaginatively expressed
	Awareness Knowledge, understanding, perception	deconstruct, analyse and evaluate, and express opinion	Originality: Ability to think or express oneself in an independent and individual manner

Task 3			
Assessment Criteria	Pass	Merit	Distinction
1.3 Select graphic materials, techniques and equipment to meet the design brief and its specifications	Learners select graphic materials, techniques and equipment which are appropriate for the design brief and its specification	Learners demonstrate the properties of the selected materials, techniques and equipment and understand their potential to meet the design brief and its specifications.	Learners use selections to convincingly and fluently achieve solutions to the design brief and its specifications
Range:	Specifications: a range of possibilities for outcomes including materials, techniques and equipment.		
 a) Using your ideas from Task experiment with a range of graphic materials, techniques and equipment to demonstrate their properties. b) Select the most appropriate graphic materials, techniques and equipment, suitable for your design. c) State clearly why your selections are appropriate in meeting the design brief. 	The learner will have undertaken basic experimentation with a limited range of materials, techniques and equipment and provided evidence of their basic experimentations. The learner will have selected a range of mostly appropriate materials, techniques and equipment they intend to use in their final work. These will be mostly sufficient in meeting the design brief. Task 1 a) and b) required for a pass.	The learner will have undertaken experimentation with a range of materials, techniques and equipment to demonstrate their properties. The learner will provide clear evidence of experimentations. Learners will have completed experiments which are purposeful and inform the development of ideas. The learner will have selected a range of appropriate materials, techniques and equipment they intend to use in their final work. These will be sufficient in meeting the design brief. Learners will begin to demonstrate that they recognise the creative potential of the discoveries made during their experimentation and selection. Learners will state in brief why selections are appropriate. This may be basic.	The learner will have undertaken experimentation with a range of materials, techniques and equipment that demonstrate their properties. The learner will provide clear evidence of experimentations. Learners will have completed experiments which are purposeful and inform the development of ideas. The learner will have selected a range of appropriate materials, techniques and equipment they intend to use in their final work. These will be fully sufficient in meeting the design brief. Learners will begin to demonstrate that they recognise the creative potential of the discoveries made during their experiments and selection. The learner will provide in some detail, clear evidence of how the selections made are appropriate in meeting the brief.
		Task 1 a) and b) and c) required for a merit.	

			The learner will demonstrate mastery of skills with convincing application of graphic materials, techniques and equipment to demonstrate their properties. The learners work will indicate a convincing graphic design solution. Work would demonstrate a synthesis of activities and an ease of creative movement between processes, and between processes and ideas. (Fluency) Task 1 a) and b) and c) required for a distinction.
Glossary of Terms	Appropriate: Relevant to the purpose/task	No glossary of terms	Convincing Persuasive and credible Fluently: Smoothly flowing and without apparent effort

Tasks 4			
Assessment Criteria	Pass	Merit	Distinction
1.4 Develop ideas and solutions in response to external factors	Learners develop ideas and solutions in response to external factors	Learners clearly understand the implications of external factors and develop ideas and solutions accordingly	Learners embrace external factors with creativity and originality
Range:	External factors: constraints: eg mone	 ey, materials, time, weather, legal issues, de	eadlines, feedback eg from client.
Using your ideas, develop your graphic designs. Your designs must show you have worked within the following constraints: • You must not use more than three colours • you must not use photographs within your illustrations • your design must incorporate the title Flamingo and Co You must demonstrate how your designs will look on: • a cylindrical product • a box for packaging • an A3 display board	Learners will have developed some ideas and solutions that are basic. Ideas must include all:	Learners will have developed ideas and solutions that mostly respond to the external factors and constraints. Ideas must include all:	Learners will have developed ideas and solutions that are creative and original. The ideas will fully respond to the external factors and constraints. Learners may begin to be creative and original in how the external factors inform their work. Ideas must include all: a cylindrical product a box for packaging an A3 display board.
Glossary of Terms	No glossary of terms	No glossary of terms	Creativity: Originality, imaginatively expressed Originality: Ability to think or express oneself in an independent and individual manner