

# NCFE Level 1 Technical Award in Graphic Design (603/0844/8)

# NCFE Level 2 Technical Award in Graphic Design (603/0845/X)

Assessment window: June 2019

Past Paper

## **Mark Scheme**

v1.1 Post-standardisation

This mark scheme has been written by the Assessment Writer and refined, alongside the relevant tasks, by a panel of subject experts through the external assessment writing process and at standardisation meetings.

The purpose of this mark scheme is to give you:

- information on how individual marks are to be awarded
- the allocated assessment objective(s) and total mark for each task.

### Marking guidelines

#### General guidelines

You must apply the following marking guidelines to all marking undertaken throughout the marking period. This is to ensure fairness to all learners, who must receive the same treatment. You must mark the first learner in exactly the same way as you mark the last.

- The mark scheme must be referred to throughout the marking period and applied consistently. Do not change your approach to marking once you have been standardised.
- Reward learners positively giving credit for what they have shown, rather than what they might have omitted.
- Utilise the whole mark range and always award full marks when the response merits them.
- Be prepared to award zero marks if the learner's response has no creditworthy material.
- Do not credit irrelevant material that does not answer the task, no matter how impressive the response might be.
- The marks awarded for each response should be clearly and legibly recorded in the grid on the front of the task booklet.
- If you are in any doubt about the application of the mark scheme, you must consult with your Lead Examiners or the Chief Examiner.

#### Guidelines for using extended response marking grids

Extended response marking grids have been designed to award a learner's response holistically and should follow a best-fit approach. The grids are broken down into levels, with each level having an associated descriptor indicating the performance at that level. You should determine the level before determining the mark.

When determining a level, you should use a bottom up approach. If the response meets all the descriptors in the lowest level, you should move to the next one, and so on, until the response matches the level descriptor. Remember to look at the overall quality of the response and reward learners positively, rather than focussing on small omissions. If the response covers aspects at different levels, you should use a best-fit approach at this stage, and use the available marks within the level to credit the response appropriately.

When determining a mark, your decision should be based on the quality of the response in relation to the descriptors. Standardisation materials, marked by the Chief Examiner, will help you with determining a mark. You will be able to use exemplar learner responses to compare to live responses, to decide if it is the same, better or worse.

### Assessment objectives

This external assessment requires learners to:

AO1	Recall knowledge and show understanding	20%
AO2	Apply knowledge and understanding	30%
AO3	Analyse and evaluate knowledge and understanding	40%
AO4	Evaluate graphic design design/aspects	10%

#### Project Brief

JOYND – UP Festival have recently invited a group of young graphic designers to submit design ideas. You are part of this group.

JOYND – UP Festival is a new festival aimed at young people aged 12 – 18 years old.

The festival aims to promote and celebrate young people from all cultures, genders and beliefs. The festival has a range of entertainment including live music, circus acts and spoken word and aims to be interactive, getting young people to not only watch the entertainment but to get involved.

The values of JOYND – UP Festival are:

- community
- enjoyment
- respect
- acceptance
- self-expression.

JOYND – UP Festival want you to design a poster that communicates their values and promotes the festival.

They want it to be a combination of imagery **and** typography.

The poster will be used to promote the festival.

You will need to provide your final design either digitally or physically to JOYND – UP Festival. You need to give reasons for your choice and how your design meets the requirements of JOYND – UP Festival.

#### You have a total of 10 hours to complete the brief.

Task	Marking guidance					
1	require They we want yo Your re • yo	ments of ould like ou to prov sponse t our initial	atival want to make sure that you consider all of the the brief. to see how you have interpreted the brief and vide some initial graphic design ideas. o the brief must include: graphic design ideas	18 AO1=18		
	au • ho	dience	deas will meet the requirements of the target deas will meet the organisers values of JOYND – I.			
	Level	Marks	Descriptors			
	6	16–18	<ul> <li>Excellent links between the requirements of the brief and effective and insightful first ideas.</li> <li>Will be accurate and relevant and meet all of the requirements.</li> </ul>			
	5	13–15	<ul> <li>Very good links between the requirements of the brief and considered and effective first ideas.</li> <li>Will be accurate and relevant and meet most of the requirements.</li> </ul>			
	4	10–12	<ul> <li>Good links between the requirements of the brief and considered first ideas.</li> <li>Will be accurate and meet most of the requirements.</li> </ul>			
	3	7–9	<ul> <li>Consistent link(s) between the requirements of the brief and first ideas.</li> <li>A level of inaccuracy but meets all of the requirements.</li> </ul>			
	2	4–6	<ul> <li>Satisfactory link(s) between the requirements of the brief and basic first ideas.</li> <li>May be inaccurate and not meet all of the requirements.</li> </ul>			
	1	1–3	<ul> <li>Inconsistent link(s) between the requirements of the brief and first ideas.</li> <li>May be inaccurate and not meet all of the requirements.</li> </ul>			

develop You mu • exp you • anr gra	o them fu list: periment ir ideas fi notate you phic des	with the graphic design components to develop	27 AO2=2
Level	Marks	Descriptors	
6	23–27	<ul> <li>Excellent exploration and experimentation with all 6 graphic design components, which shows creativity and innovative reference to the requirements of the brief.</li> <li>Ideas show evidence of excellent development and refinement.</li> </ul>	
5	18–22	<ul> <li>Very good exploration and experimentation with all 6 graphic design components, which shows very good skill, direction, and a clear connection to the requirements of the brief.</li> <li>Ideas show evidence of very good development and refinement.</li> </ul>	
4	13–17	<ul> <li>Good exploration and experimentation with all 6 graphic design components, which shows skill, direction and logical connection to the requirements of the brief.</li> <li>Ideas show evidence of good development and refinement.</li> </ul>	
3	9–12	<ul> <li>Consistent exploration and experimentation with some graphic design components evident, with basic connections to meet the requirements of the brief.</li> <li>Ideas show evidence of consistent development and refinement.</li> </ul>	
2	5–8	<ul> <li>Satisfactory exploration and experimentation with some graphic design components, which lacks direction and limited connections to the requirements of the brief.</li> <li>Ideas show evidence of satisfactory development and refinement.</li> </ul>	
1	1–4	<ul> <li>Inconsistent exploration and experimentation with some graphic design components, which lacks direction and consistent connections to the requirements of the brief.</li> </ul>	

Ideas can lack direction and clarity.			
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JOY	ND – ÚP Fes	ce your final completed poster to present to stival.	36 AO3=36
•	use the grap	and typography ohic design components s developed in Task 2.	
Lev	vel Marks	Descriptors	
6	5 31–36	<ul> <li>Completed design shows excellent evidence of meeting the requirements of the brief.</li> <li>Graphic design components are combined exceptionally well to create a design which is successful in all aspects.</li> <li>Excellent level of skill evident.</li> </ul>	
5	5 25–30	<ul> <li>Completed design shows very good evidence of meeting the requirements of the brief.</li> <li>Very good use of graphic components and very good level of skill evident.</li> </ul>	
4	4 19–24	<ul> <li>Completed design shows good evidence of meeting the requirements of the brief.</li> <li>Good use of graphic components and good level of skill evident.</li> </ul>	
3	3 13–18	<ul> <li>Completed design shows a consistent understanding of the requirements of the brief.</li> <li>Consistent use of graphic components some skills evident.</li> </ul>	
2	2 7–12	<ul> <li>Completed design shows satisfactory but basic understanding of the requirements of the brief.</li> <li>Some use of graphic components but limited skill evident.</li> </ul>	
1	I 1–6	<ul> <li>Completed design shows little understanding of the requirements of the brief.</li> <li>Basic use of graphic components but minimal skill evident.</li> </ul>	

<ul> <li>the</li> <li>how</li> <li>the</li> <li>the</li> <li>how</li> <li>org</li> </ul>	choices y you use skills that challeng v the des anisers y	must include: you made ed the graphic design components at you have used jes that you have faced sign meets the brief and communicates the values of JOYND – UP Festival.
_evel	Marks	Descriptors
6	8–9	<ul> <li>Excellent conclusions about the final design including technical skills, appropriate graphic design components and justifications of selections clearly linked to the chosen design option.</li> <li>Excellent description of processes used to resolve challenges presented by the brief in the final design.</li> </ul>
5	6–7	<ul> <li>Very good conclusions about the appropriate use of graphic design components.</li> <li>Justifications for selections are linked to the work produced.</li> <li>Very good description of processes used to resolve challenges presented by the brief in the final design.</li> </ul>
4	4–5	<ul> <li>Good conclusions about the appropriate use of graphic design components. This may not be consistently linked to the work produced.</li> <li>Good description of processes used to resolve challenges presented by the brief in the final design.</li> </ul>
3	3	<ul> <li>Some basic conclusions about the appropriate use of graphic design components.</li> <li>Satisfactory recognition of the link between the challenges presented by the brief and how they were resolved in the final design.</li> </ul>
2	2	<ul> <li>Some simple conclusions about the use of graphic design components.</li> <li>Response to the challenges presented by the brief is consistently identified.</li> </ul>
1	1	General conclusions about the use of graphic design components.

•	Response to the challenges presented by the brief is not consistently identified.	

Task	AO1	AO2	AO3	AO4	Total
1	18				18
2		27			27
3			36		36
4				9	9
Total	18	27	36	9	90

#### **Assessment Objective Grid**