

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

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

Assessment window: Friday 28 January 2022 – Friday 04 March 2022

Paper number: P001397

Mark Scheme

V1.0 Pre-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 penalising them for 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 decisions/aspects	10%

Project Brief

Dear Student

I am an author called Ren Rivera. I have recently written a series of stories based on my own two dogs, called Beano and Blue, who love to go on adventures.

The stories are aimed at children aged 5–8. I have provided some photos below of Beano and Blue so you can see what they look like.

This is Beano:

This is Blue:



These are photos taken on holiday and the inspiration for my first story, "Adventures of Beano and Blue: The Beach!"

As you can see, Beano's favourite thing to do on the beach is dig and bury his ball in the sand. Blue's favourite thing to do is to play football.

I would like to be able to launch the first story as a book that is available in paper format and in digital format.

Your task is to design a book cover for the paper and/or digital version of "Adventures of Beano and Blue: The Beach!"

The cover must be 20 cm in height x 25 cm in width and should include:

- the title: "Adventures of Beano and Blue: The Beach!"
- the author name: Ren Rivera
- imagery of Beano and Blue.

I would like the design to have:

- interesting typography, because it should appeal to the children's imagination
- original and copyright free imagery, created by hand or by using digital techniques
- visual appeal for children aged 5–8.

You may combine the imagery and the typography. You can use the photos I have provided as **inspiration only**. I don't mind if you use the internet or other sources as inspiration, but your initial sketched ideas, experimentation and final design **must** be original and not use any work produced by others.

You **must** submit your initial graphic design ideas, experimentation, final design and conclusion. I want you to tell me why your design is suitable and how it meets the requirements of the brief.

Good luck, and I very much look forward to seeing your submissions!

Ren Rivera

Author

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

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			Total marks	
Ren Rivera wants your initial ideas to show that you have considered all of the requirements of the brief. Ren would like to see how you have interpreted the brief. You must provide some initial graphic design ideas for the book cover design.				
Your re	sponse t	o the brief must include:		
• ann	otations	of how your ideas will meet the requirements of		
Level	Marks	Descriptors		
6	16–18	 Excellent links between the requirements of the brief and effective and insightful first ideas. Will be accurate and relevant and meet all of the requirements 		
5	13–15	 Very good links between the requirements of the brief and considered and effective first ideas. Will be accurate and relevant and meet all 		
4	10–12	 Good links between the requirements of the brief and considered first ideas. Will be accurate and meet most of the requirements. 		
3	7–9	 Consistent link(s) between the requirements of the brief and first ideas. Will be mostly accurate and meet some of the requirements of the brief. 		
2	4–6	 Satisfactory link(s) between the requirements of the brief and basic first ideas. May be inaccurate and not meet all of the requirements. 		
1	1–3	 Inconsistent link(s) between the requirements of the brief and first ideas. May be inaccurate and not meet all of the requirements. 		
	<pre>cover d Your re • you • ann the </pre> Level 6 3 2	cover design. Your response t • your initial g • annotations the design br Level Marks 6 16–18 5 13–15 4 10–12 3 7–9 2 4–6	cover design. Your response to the brief must include: • your initial graphic design ideas • annotations of how your ideas will meet the requirements of the design brief for the book cover design. Level Marks Descriptors 6 16–18 • Excellent links between the requirements of the brief and effective and insightful first ideas. 6 16–18 • Excellent links between the requirements of the brief and effective and relevant and meet all of the requirements. 5 13–15 • Very good links between the requirements of the brief and considered and effective first ideas. 6 10–12 • Good links between the requirements of the brief and considered first ideas. 6 10–12 • Good links between the requirements of the brief and considered first ideas. 7–9 • Consistent link(s) between the requirements of the brief and considered first ideas. 3 7–9 • Consistent link(s) between the requirements of the brief and first ideas. 7 • Consistent link(s) between the requirements of the brief. 2 4–6 • Satisfactory link(s) between the requirements of the brief and basic first ideas. 1 1–3 • Inconsistent link(s) between the requirements of the brief and first ideas.	

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2			ideas for the book cover and develop them	27		
	further.			AO2=27		
	You mu	You must:				
	• exp	eriment	with the graphic design components to develop			
	•	r ideas f				
		-	ur experiments, stating how your ideas use the			
	•		ign components			
	• sho	w all you	ur experiments, including your rejected ideas.			
						
	Level	Marks	Descriptors			
	6	23–27	Excellent exploration and experimentation			
			with all 6 graphic design components, which			
			shows creativity and innovative reference to the requirements of the brief.			
			 Ideas show evidence of excellent 			
			development and refinement.			
	5	18–22	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.			
			 Ideas show evidence of very good 			
	4	13–17	development and refinement.			
	4	13-17	 Good exploration and experimentation with all 6 graphic design components, which 			
			shows skill, direction and logical connection			
			to the requirements of the brief.			
			Ideas show evidence of good development			
			and refinement.			
	3	9–12	Consistent exploration and experimentation			
			with some graphic design components			
			evident, with basic connections to meet the requirements of the brief.			
			 Ideas show evidence of consistent 			
			development and refinement.			
	2	5–8	Satisfactory exploration and experimentation			
			with some graphic design components, which			
			lacks direction and limited connections to the			
			requirements of the brief.			
			Ideas show evidence of satisfactory			
	1	1–4	 development and refinement. Inconsistent exploration and experimentation 			
		1-4	• Inconsistent exploration and experimentation with some graphic design components, which			
			lacks direction and consistent connections to			
			the requirements of the brief.			
			Ideas can lack direction and clarity.			

	January 2022 - M				
	-	ice your final work for the book cover ready to be	36		
present	ted to Re	n Rivera.	AO3=36		
Variation	-				
You mu	IST:				
	imagery	v and typography			
		bhic design components			
	• •	is developed in Task 2			
		quirements of the brief.			
		•			
Level	Marks	Descriptors			
6	31–36	Completed design shows excellent evidence			
		of meeting the requirements of the brief.			
		Graphic design components are combined			
		exceptionally well to create a design which is			
		successful in all aspects.			
	05.00	Excellent level of skill evident.			
5	25–30	Completed design shows very good			
		evidence of meeting the requirements of the			
		brief.			
		 Very good use of graphic components and very good level of skill evident. 			
4	19–24	Completed design shows good evidence of			
·		meeting the requirements of the brief.			
		Good use of graphic components and good			
		level of skill evident.			
3	13–18	Completed design shows a consistent			
		understanding of the requirements of the			
		brief.			
		Consistent use of graphic components some			
	7 40	skills evident.			
2	7–12	Completed design shows satisfactory but basis understanding of the requirements of			
		basic understanding of the requirements of the brief.			
		 Some use of graphic components but limited 			
		skill evident.			
1	1–6	Completed design shows little understanding			
		of the requirements of the brief.			
		Basic use of graphic components but minimal			
		•			

the the the	choices challeng process	n must include: you made during the design process les you have faced es you used to solve the challenges of the brief I skills used to complete the design and meet the
brie Level	ef. Marks	Descriptors
6	8–9	 Excellent conclusions about the final design including technical skills, appropriate graphic design components and justifications of selections clearly linked to the chosen design option. Excellent description of processes used to resolve challenges presented by the brief in the final design.
5	6–7	 Very good conclusions about the appropriate use of graphic design components. Justifications for selections are linked to the work produced. Very good description of processes used to resolve challenges presented by the brief in the final design.
4	4–5	 Good conclusions about the appropriate use of graphic design components. This may not be consistently linked to the work produced. Good description of processes used to resolve challenges presented by the brief in the final design.
3	3	 Some basic conclusions about the appropriate use of graphic design components. Satisfactory recognition of the link between the challenges presented by the brief and how they were resolved in the final design.
2	2	 Some simple conclusions about the use of graphic design components. Response to the challenges presented by the brief is consistently identified.
1	1	 General conclusions about the use of graphic design components. Response to the challenges presented by the brief is not consistently identified.

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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