**Design Activity Unit attainment - (Higher)**  **Pupil:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

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| Key | Fail | Weak | Pass | Strong |
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| Elements | Breakdown | Comments | Outcome 1 | Outcome 2 | PL | MW |
| 1.1 | 1.2 | 1.3 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 |
| **Diary****(Outcomes 3.1 & 5.4)** | Diary- on-goingSelf-evaluation |   |  |  |  |  |  |  |  |  |  |  |
| **Critical** **Work****(Outcomes 3.1 & 5.4)** | Designer 1 Biography |  |  |  |  |  |  |  |  |  |  |  |
| Designer 1 Personal Opinion |   |  |  |  |  |  |  |  |  |  |  |
| Designer 2 Biography |   |  |  |  |  |  |  |  |  |  |  |
| Designer 2 Personal Opinion |   |  |  |  |  |  |  |  |  |  |  |
| Power-point presentation on design movement |  |  |  |  |  |  |  |  |  |  |  |
| **Practical Ideas &****Market Research****(Outcomes 3.1, 5.4 & 5.5)** | Relevant Ideas & Market Research |  |  |  |  |  |  |  |  |  |  |  |
| Range of Techniques |  |  |  |  |  |  |  |  |  |  |  |
| Media Handling |  |  |  |  |  |  |  |  |  |  |  |
| **Practical Developments****(Outcomes 5.4 & 5.5)** | Quality of refinement of 2 Development ideas |  |  |  |  |  |  |  |  |  |  |  |
| Planning &Problem Solving |  |  |  |  |  |  |  |  |  |  |  |
| **OVERALL ESTIMATE** |  |  |  |  |  |  |  |  |  |  |  |

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| **Other Comments** |  |

**Standards**

**Outcomes and assessment standards**

**Outcome 1**

**1 Analyse the factors influencing designers and design practice by:**

1.1 Describing how designers use a range of materials, techniques and/or technology in their work

1.2 Analysing the impact of designers’ creative choices in a range of designers’ work

1.3 Analysing the impact of social and cultural influences on selected designers and their design practice

**Outcome 2**

**2 Produce creative design ideas and development work for a design brief by:**

2.1 Identifying the design opportunities, issues and constraints in the brief

2.2 Producing a variety of in-depth investigative and market research in response to the design brief

2.3 Using a variety of materials, techniques and/or technology experimentally for creative effect

2.4 Developing and progressively refining experimental design ideas taking account of the design area requirements and opportunities

2.5 Using complex design-based problem solving and evaluation skills when planning and refining their design ideas

**Evidence Requirements for the Unit**

Evidence will include a combination of practical, written or oral and/or recorded evidence.

In this Unit, learners will be required to provide evidence of:

* analysis of designers’ work and the influences on their design practice
* using design vocabulary to describe their own work and the work of other designers
* in-depth investigative research material showing their understanding of aesthetics, function, and the design area
* creative development and refinement of design ideas which take account of the requirements of the brief and design area

**Development of skills for learning, skills for life and skills for work**

It is expected that learners will develop broad, generic skills through this Unit.

3.1 Personal learning

5.4 Analysing and evaluating

5.5 Creating