



# ORANGE HIGH SCHOOL

## ASSESSMENT TASK NOTIFICATION

<b>Subject</b>	Preliminary Visual Design
<b>Topic</b>	Wearable Designer Scaffolded Study
<b>Class Teacher</b>	Ms Frost
<b>Head Teacher</b>	Ms. Frost
<b>Year</b>	11
<b>Date Given</b>	8/9/2020
<b>Date Due</b>	Term 3, Week 10, Tuesday 22 <sup>nd</sup> September
<b>Weighting</b>	30%

### Assessment Outline

Students will respond to the practices and design works of a designer, using a scaffold to support their descriptions and analysis.

The following will be included:

- Definition of the WORLD (time and place) of the selected artist or designer. (CH2)
- Description of how designer makes their work, with reference to the relevant Frame. (CH1, CH3)
- Analysis of the designer's design, ideas or intentions.(CH4)

#### ***Submission:***

Task will be completed in the double period (periods 1 and 2) and submitted by the end of period 2. All resources to support the written response will be provided.

#### **Non-completion of Task:**

If you know you are going to be away on the day that the task is due, you must make alternative arrangements with your teacher beforehand. If you are suddenly away on the day that the task is due, you must contact your teacher or Head Teacher on your return to school. Documentation will be required in both classes.

#### **Plagiarism:**

Plagiarism, the using of the work of others without acknowledgement will incur serious penalties and may result in zero award. Any cheating will also incur penalties.

**Failure to follow the above procedures may result in a zero award.**

**The policies and procedures that are outlined on the ROSA booklet will be followed regarding the non-completion of assessment tasks.**

**Outcomes Assessed:**

CH1 generates in their critical and historical practice ways to interpret and explain design

CH2 investigates the roles and relationships among the concepts of artist/designer, work, world and audience/consumer in critical and historical investigations

CH3 distinguishes between different points of view, using the frames in their critical and historical investigations

CH4 explores ways in which histories, narratives and other accounts can be built to explain practices and interests in the fields of design

<b>Range</b>	<b>Student presentations demonstrate:</b>
Accomplished 45-50	<ul style="list-style-type: none"> <li>• A well developed explanation of how design images can be interpreted through critical and historical practice.</li> <li>• An accomplished understanding of the design agencies of the Conceptual Framework.</li> <li>• An accomplished understanding of how the Frames can be used to represent a point of view in graphic design and illustration.</li> <li>• A well developed understanding of how design ideas and interests may be represented using different historical practices.</li> </ul>
Sound 30-44	<ul style="list-style-type: none"> <li>• A sound understanding of how design images can be interpreted through critical and historical practice.</li> <li>• A sound understanding of the design Conceptual Framework.</li> <li>• A good understanding of how the Frames represent a point of view.</li> <li>• A good understanding of how design ideas and interests may be represented using different historical practices.</li> </ul>
Basic 15-29	<ul style="list-style-type: none"> <li>• Some demonstrated understanding of design practices, processes and possibilities available to them.</li> <li>• A basic knowledge of the design agencies of the Conceptual Framework</li> <li>• A foundational understanding of how the Frames represent a point of view.</li> <li>• A basic understanding of design issues by attempting to select and organise the subject matter/content and form of the work, with little historical reference.</li> </ul>
Limited 10-14	<ul style="list-style-type: none"> <li>• Some understanding of conventions, processes and possibilities of practice yet demonstrates a limited engagement.</li> <li>• A simple understanding of the agencies of the Conceptual Framework involving some knowledge of an artist/designer/design/works.</li> <li>• Some understanding of some features of Frames present.</li> <li>• A limited understanding of how ideas and subject matter and materials can be connected.</li> </ul>