Comparison document

(Version 1.2 April 2015 compared to previous version)

Graphic Communication Assignment (National 4)

SCQF: level 4 (6 SCQF credit points)

Unit code: H27X 74

Unit outline

This is the Added Value Unit in the National 4 Graphic Communication Course. The general aim of this Unit is to enable the learner to provide evidence of added value for the National 4 Graphic Communication Course through the successful completion of an assignment which will allow the learner to demonstrate challenge and application.

Learners who complete this Unit will be able to:

1   Produce, with guidance, a graphical response to an assignment brief

This Unit is a mandatory Unit of the National 4 Graphic Communication Course and is also available as a free-standing Unit. The Unit Specification should be read in conjunction with the *Course Support Notes*, which provide advice and guidance on delivery and assessment approaches. Exemplification of the standards in this Unit is given in *Unit Assessment Support*.

Recommended entry

Entry to this Unit is at the discretion of the centre. It is recommended that the learner should be in the process of completing, or have completed, the following Units in the National 4 Graphic Communication Course:

♦ 2D Graphic Communication (National 4)
♦ 3D and Pictorial Graphic Communication (National 4)

Equality and inclusion

This Unit Specification has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners should be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence. For further information, please refer to the *Course Support Notes.*

Standards

Outcomes and assessment standards

Outcome 1

The learner will:

1   Produce, with guidance, a graphical response to an assignment brief by:

1.1   Confirming and developing the requirements of the brief
1.2   Carrying out investigations in response to the requirements of the brief
1.3   Using idea generation techniques and producing preliminary graphics
1.4   Developing the preliminary graphic ideas into production and promotional graphics
1.5   Developing informational graphics if and as required
1.6   Using 2D and 3D and pictorial graphics as required
1.7   Using graphics techniques to enhance the final presentation in terms of relevant visual impact
1.8   Identify strengths and weaknesses of the final presentation relative to the brief.

Evidence Requirements for the Unit

This Unit will be assessed through controlled assessment which meets the Evidence Requirements below.

The assessment method for this Unit will be an assignment in which the learner will draw on their range of graphic communication experiences from the Units in order to produce an effective overall response to the assignment.

The assignment is:

♦   set by centres within the SQA guidelines described below
♦   conducted under some supervision and control

Evidence will be internally marked by centre staff in line with SQA guidelines.

All assessment is subject to quality assurance SQA

Setting the assessment
The assignment will be set by centres within the following guidelines:

♦   The brief for the assignment will be agreed between the learner and the teacher/lecturer.
♦   The assignment will be a meaningful and appropriately challenging task, which should clearly demonstrate application of knowledge and skills, at an appropriate level, from both the *2D Graphic Communication* and the *3D and Pictorial Graphic Communication* Units (as defined in the 'Further mandatory information on Course coverage' section of this document).
♦   The teacher/lecturer will provide overall guidelines for the assignment and a list of questions/tasks/prompts which will lead learners through the assignment in clear stages.

Conducting the assessment

The assignment will be conducted under some supervision and control. This will take the form of:

♦ The assignment will be carried out under supervised open book conditions.
♦ The teacher/lecturer may also give learners some support and guidance, as appropriate to National 4 level, to help them progress through each stage of the assignment. The amount of support provided should be reflected in the assessment judgement.

Judging the evidence

Evidence will be internally marked and verified by centre staff in line with SQA guidelines.

All assessment is subject to quality assurance by SQA.

Evidence should include:

♦ a collection of meaningful graphic items produced in response to and in satisfying a given brief
♦ graphic research and development work
♦ an evaluation of the effectiveness of the final presentation work

Re-assessment

In relation to Unit assessment, SQA's guidance on re-assessment for Units applies.

Further information is provided in the exemplification of assessment in *Unit Assessment Support*. Advice and guidance on possible approaches to assessment is provided in the *Course Support Notes.*

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

Please refer to the *Course Specification* for information about skills for learning, skills for life and skills for work.

Further mandatory information on Course coverage for the National 4 Graphic Communication Course

The following gives details of mandatory skills, knowledge and understanding for the National 4 Graphic Communication Course. Assessment of this Added Value Unit will involve selecting appropriate skills, knowledge and understanding from those listed below, in line with the Evidence Requirements above. This list of skills, knowledge and understanding also provides the basis for the assessment of all the Units in the Course.

The following gives details of the skills, knowledge and understanding.

Graphic types	The ability to understand and produce graphic responses for simple and straightforward preliminary, production and promotional graphics.
Manual techniques	Demonstrate the necessary skills, knowledge and application of simple and effective techniques when using graphic instruments or devices, and a range of common graphics media.
Computer-aided techniques	Hardware and software — simple and common techniques associated with and uses of: computer-aided design/draughting, desktop publishing, digital capture and similar input devices as they support the creation of orthographic and pictorial views.
Skills in applying drawing standards, protocols and conventions	Recognised drawing standards, protocols and conventions in engineering and construction, symbols and standards. Line types (including dimension lines, centre line, hidden detail, cutting planes, fold lines), dimensioning (linear, radial and diameter), and symbols for sections, hatching, symbols for building construction, and third angle projection system. Building construction drawing: location plans, site plans, floor plans, sectional views and elevations.
Geometric shapes and forms, and everyday objects	Common simple geometric forms and simple everyday objects consisting: squares, rectangles, circles, right cylinders, square and equilateral triangular prisms and pyramids, components based on those forms, combinations of two components.
Views and techniques	Third angle orthographic projection of simple geometric forms and simple everyday objects in third angle projection, where relevant —plans and elevations, simple true shapes parallel to vertical or horizontal planes, basic surface developments of straight sided objects with simple cuts, sectional views, assembly drawings, exploded isometric views of two simple and rectilinear parts. Pictorial views including isometric and oblique containing straight sided parts, and simple planometric views.
Skills and techniques in sketching (use of paper-based and/or electronic slates or	Sketching techniques including: proportion, line quality, vanishing points, line sketching using single and two-point perspective in communicating simple, straight sided everyday

similar devices)	objects.
Skills in illustration techniques using manual and/or computer-aided formats	Representations of light, shade, shadow, reflection, tone, gradient, texture, layout, and display techniques.
Layout elements and principles	The types of promotional and informational graphics and their associated roles, with considerations of, alignment, dominance, line, unity and depth, contrast, layout elements and principles of the use of colour (warm, cool, contrast, harmony), reflection and shade. The use of a range of graphic manual and electronic modelling techniques in promotional graphics.
Using technology in graphic communication	Ranges, features and uses of common graphic hardware and software, computer systems, file management; digital input and output devices and the advantages and limitations of computer aided design/draughting.
Computer-aided draughting and design)	In communicating simple, straight sided everyday objects — techniques and generic drawing, and editing commands and terms including; Drawing tools: copy, zoom, mirror, trim-line, rotate, scale. Import and export. 3D Modelling features: extrusion, revolved solids. 3D Modelling edits: shell, subtraction, fillet, and chamfer. Assemblies. Techniques in the production of orthographic and pictorial work using computer-aided design/draughting, and the use and function of computer aided design/draughting libraries.
Desktop publishing	Techniques, customs and practices across a range of packages, generic terms and techniques such as: copy/cut/paste, text box, handles, colour fill, margin, single - page format, title, extended text, cropping, transparency, drop shadow, rotate, justification, paper sizing, reverse, column, gutter, caption, header and footer, line, grid, snap to grid, guidelines, snap to guidelines. Simple planning strategies, thumbnails and annotation.
Graphic communication activities: impact on society and the environment	The impact and influence of graphic communication activities on society and the environment — for example: the paperless office, use of recycled materials, computer aided design/draughting as it supports manufacturing and other industries, DTP in marketing and promotional activities, remote working, communication crossing international boundaries using a common graphical language.
Safe working	The safe working practices and systems which support graphic communication activities in studios and other such working environments.

Administrative information

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Superclass: CE

History of changes

Version	Description of change	Authorised by	Date
1.1	Various changes to course coverage table	Qualifications Development Manager	June 2013
<u>1.2</u>	<u>Reference to draughting removed throughout.</u>	<u>Qualifications Manager</u>	<u>April 2015</u>

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