



**Arrangements for:**

**HND Display Design**

**Group Award Code: G93W 16**

**Validation date: May 2008**

**Date of original publication: June 2009**

**Version: 07 (October 2017)**

## **Acknowledgement**

SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of Higher National qualifications.

## History of changes

It is anticipated that changes will take place during the life of the qualification, and this section will record these changes. This document is the latest version and incorporates the changes summarised below.

Version number	Description	Date
07	<b>Addition units</b> F1CM 35 Contemporary Art: Professional Practice, DW7E 34 Model Making: Materials, DW7C 34 Model Making: Equipment and Tools, H385 34 Typography: An Introduction	19/10/17
06	<b>Revision of Unit:</b> F1GX 35 Art and Design: Group Work (finish date 31/07/2019) has been revised by HM05 35 (Start date: 01/08/2017)	18/05/17
05	<b>Revision of Unit:</b> DL2R 34 Visual Merchandising Techniques has been replaced by HJ3J 34 Visual Merchandising and will finish on 31/07/2019. <b>Revision of Unit:</b> DL37 35 Store Design and Layout has been replaced by HJ3T 35 Store Design and will finish on 31/07/2019.	17/03/17
04	<b>Revision of Unit:</b> D77G 34 'Communication: Practical Skills has been revised by H7MB 34 'Communication Practical Skills and will finish on 31/07/2016.	29/05/15
03	Revision of Unit: DE1K 33 Workplace Communication in English has been revised by H8T2 33 and finishes on 31/07/2016.	25/05/15
02	Addendum added to page 5 to communicate new Unit codes to be used from August 2011.	28/03/11

## Contents

1	Introduction .....	1
2	Rationale for the revision of the award .....	1
3	Aims of the Group Award .....	1
3.1	General aims of the Group Award.....	1
3.2	Specific aims of the Group Award .....	2
3.3	Target groups.....	2
3.4	Employment opportunities .....	2
4	Access to the Group Award.....	3
5	Group Award structure .....	5
5.1	Framework.....	5
5.2	Mapping information.....	8
5.3	Articulation, professional recognition and credit transfer .....	8
6	Approaches to delivery and assessment .....	9
7	General information for centres.....	10
8	General information for candidates .....	11
9	Glossary of terms.....	12
10	Appendices .....	13
	Appendix 1: Suggested delivery schedule.....	14
	Appendix 2: Mapping of National Occupational Standards to Units .....	15
	Appendix 3: Core Skills mapping of the Group Award .....	17
	Appendix 4: Mapping of general aims to Units .....	19
	Appendix 5: Transition arrangements .....	21

# 1 Introduction

This is the Arrangement Document for the revised HND in Display Design, which was validated in May 2008. This document includes: background information on the development of the Group Award, its aims, guidance on access, details of the Group Award structure, and guidance on delivery.

The HND in Display Design is the only provision offering this design discipline in Scotland, indeed one of the very few in the United Kingdom specialising in Display Design.

This revised *G93W 16: HND Display Design* replaces the predecessor *G1KK 16: HND Display Design*

## 2 Rationale for the revision of the award

Following initial discussions a questionnaire for both industries and former and current students, was designed reflecting the strength of the predecessor Group Award. Responses were analysed and a draft framework devised. A further questionnaire was sent to respondents and the Higher Education Sectors. The framework was revised based on this further market research. Consultation with current delivery staff also added to the structure of this revised Group Award.

### Summary of consultations and market research

These are the main findings of the market research and consultation processes:

- ◆ Support from Industry for the revised framework and content.
- ◆ Former students agree with changes from the predecessor Group Awards.
- ◆ Higher Education agrees that successful HND candidates from the revised Group Award will be able to articulate to degrees in their institutions.
- ◆ College staff are fully in agreement with the revised frame work to meet the current demands of industry and HE.

## 3 Aims of the Group Award

### 3.1 General aims of the Group Award

- 1 To develop creative processes and visual language.
- 2 To develop innovation, originality and creativity.
- 3 To develop specialist technical skills and knowledge.
- 4 To develop personal effectiveness and enhance Core Skills.
- 5 To develop study skills, organisational skills, research skills and the ability to manage projects.
- 6 To develop current employment skills and expertise.
- 7 To develop awareness of the cultural and industrial context in which display design functions.
- 8 To develop flexibility and the ability to respond quickly to the challenges posed by changes in the design and fashion industry.
- 9 To provide opportunities for career planning preparing for progression to employment or further study.

### **3.2 Specific aims of the Group Award**

- 10 Develop a range of contemporary specialist technical and vocational skills and knowledge within the context of Display Design.
- 11 Develop critical thinking and reflective evaluation processes within Display Design.
- 12 Conduct independent project work involving the integration and application of a variety of skills within a determined time scale.
- 13 Develop a perspective of the cultural, social, economic, and business environment within which a display designer operates.
- 14 Develop an understanding of interdisciplinary connections between specialist design areas.
- 15 Prepare candidates for employment in a Display Design related post.
- 16 Prepare candidates for progression to design related places at HE establishments.

### **3.3 Target groups**

There are no unnecessary barriers to entry. Further details of entry requirements are given in the section on Access. The award is particularly suited for a wide range of candidates:

- ◆ school leavers
- ◆ adult returnees to education
- ◆ candidates in employment
- ◆ self-employed individuals

The awards are designed to meet the needs of candidates who wish to develop skills and knowledge to gain employment in Display Design and within the creative industries. The Group Award also prepares candidates for progression to degree level studies.

### **3.4 Employment opportunities**

The most specific employment opportunities and routes are as Display Designer and/or Visual Merchandiser although the Group Awards gives candidates transferable design skills that are suitable across a range of employment.

## 4 Access to the Group Award

As with all SQA qualifications, access is at the discretion of the centre offering the Group Award. An interview could be undertaken with each applicant during which their art and design portfolio is fully discussed. This enables an appropriate and realistic assessment of the applicant's suitability for the Group Award. This informally structured and adaptive interview could also allow the candidate to form a more realistic perception of the HND, in terms of content and assessment, possible future prospects, funding and resources available for its delivery.

Given the demands of the revised HND in Display Design, it is suggested that candidates also demonstrate competence in one of the following:

### Formal qualifications

- ◆ SQA National Units and courses in relevant areas at Higher level such as Art and Design, Interior Design and Graphic Communications.
- ◆ SQA Scottish Group Award (SGA) in Art and Design at Intermediate 2 level, with additional appropriate Highers at 'C' or above.
- ◆ SQA SGA in Art and Design at Higher level.
- ◆ SQA SGA at Advanced Higher level in Art and Design or other relevant awards.
- ◆ GCE 'A' level in Art and Design related subjects and other relevant GCE awards.
- ◆ Qualifications from other Award Bodies (providing the level of expected competence is matched.)

While the emphasis above is on applicants showing competence in art and design, the ability to demonstrate competence in English or Communications at SCQF level 5 or above (or in language based subjects such as Economics, History, Modern Studies, etc) would be considered very useful.

### Recommended Core Skills entry level

It would be beneficial if candidates possessed the following Core Skills:

Core Skill	SCQF level
Communication	5
Using Numbers	4
ICT	4
Problem Solving	5
Working with Others	4

If required, a diagnostic skills tool could be used to assess the applicant's skill levels.

## **Entry to Year 2 HND**

In order to achieve the HND in Display Design candidates must gain 30 credits. While ideally the full-time candidates should be encouraged to achieve 15 credits in each year, wider access should be provided to cater for the needs of those, for example, who have achieved the first year at day release or evening class or in other colleges.

Candidates would therefore be expected to have a minimum of 12 credits on entry to year 2 and these would include the first year Mandatory Units. Candidates with qualifications of an equivalent nature should be given opportunities in APL (Accreditation of Prior Learning) or accelerated assessment to enter year 2 of the HND Display Design.

## **Sector skills**

Mature candidates with suitable work experience will be accepted for entry provided the enrolling centre believes the candidate is likely to benefit from undertaking the award. The Certificate in Retail Principles: Visual Merchandising, developed by the Retail Academy and accredited by City & Guilds, might be a useful additional qualification for those entering with suitable work experience.

## **English as an additional language**

For candidates where English is not their first language, it is recommended that they possess English for Speakers of Other Languages (ESOL) SCQF level 5 or a score of 5.5 in IELTS.

## **Social inclusion**

Art and Design courses have a tradition of offering opportunities to applicants who may be without formal qualifications and who may have experienced social exclusion. This Group Award should support fully the tradition of social inclusion and provide opportunities for candidates from non-traditional programmes. In such cases, centres could take into account experience, life skills and potential ability.



## 5 Group Award structure

### 5.1 Framework

For a candidate to achieve the HND Display Design, they would require to attain all the Mandatory Units (22 SQA credits/176 SCQF credit points) and Optional Units worth 8 SQA credits/64 SCQF credit points)

#### Mandatory Units

Unit title	Code	SCQF credit points	SCQF level	SQA credit value
Display Design: Special Promotions	F45V 34	16	7	2
Display Design: Seasonal	F45T 34	16	7	2
Sculpture: An Introduction	FD62 34	8	7	1
Fashion Illustration: An introduction	F26W 34	8	7	1
Digital Imaging*	FD69 34	8	7	1
Sign Design and Colour Application	F03V 34	8	7	1
Mixed Media	DV67 34	8	7	1
Drawing for 3D Design	DX01 34	8	7	1
Display Design: Graded Unit 1	F4SV 34	8	7	1
Display Design: In Store Display	F45W 35	16	8	2
Display Design: Prestige Design	F45X 35	16	8	2
3D Design Digital Modelling	F0MC 34	8	7	1
3D Design: Modelmaking	F0MD 35	8	8	1
Employment Experience 2	D77H 34	8	7	1
3D Design Introduction to Lighting	F0MR 35	8	8	1
Mixed Media Portfolio	DX5J 35	8	8	1
Display Design: Graded Unit 2	F4SW 35	16	8	2

**\*Addendum: Please note changes to Unit codes from August 2011.**

The following Units have been revised and recoded as follows:

FD62 34      *Sculpture: An Introduction*  
FD69 34      *Digital Imaging*  
FD6A 35      *Mixed Media Development*

## Optional Units

Unit title	Code	SCQF credit points	SCQF level	SQA credit Value
Photography: An Introduction	DW6C 34	8	7	1
Graphic Design Techniques	F1MW 34	8	7	1
Exhibition Design: Creative Concept	DX04 34	8	7	1
Life Drawing	DV98 34	8	7	1
Professional Design Practice	F186 34	8	7	1
Art and Design: Cultural Identity	DX03 34	8	7	1
Visual Merchandising	HJ3J 34*	8	7	1
Life Painting: Introduction	F1TC 34	8	7	1
Fashion Design: Producing Fashion Illustrations	F1PH 34	8	7	1
Employment Experience 1	D7HJ 34	8	7	1
Workplace Communication in English	H8T2 33*	8	6	1
Communications: Practical Skills	H7MB 34	8	7	1
Model Making: Creative	DW7A 34	16	7	2
Graphic Design: Three-Dimensional Project	DX3A 35	8	8	1
Philosophical Aesthetics: An Introduction	F1D6 35	8	8	1
Life Drawing Portfolio	DX39 35	8	8	1
Corporate Store Image	DL2V 35	8	8	1
Store Design	HJ3T 35*	16	8	2
Art and Design: Group Work	HM05 35*	16	8	2
Contemporary Art: Professional Practice	F1CM 35*	8	8	1
Model Making: Materials	DW7E 34*	8	7	1
Model Making: Equipment and Tools	DW7C 34*	8	7	1
Typography: An Introduction	H385 34*	8	7	1
Sculpture Production	F1EA 35	16	8	2
Modelmaking: Client Commission	F0MW 35	16	8	2
Exhibition: Temporary Structures and Events	F0MV 35	16	8	2
Mixed Media Development*	F1CG 35	16	8	2
Technical Theatre: Props for Theatre Production	F38B 34	8	7	1
Working Within a Project Team	DH21 34	8	7	1

There is a table in Appendix 1 of the structure of this Group Award showing a suggested delivery schedule.

## HND Display Design Core Skills entry and exit levels

Core Skills	Desired Entry level	Anticipated Exit level
Communication	5	6
Numeracy	4	6
ICT	4	6
Problem Solving	5	6
Working with Others	4	6

### Graded Units

Both Graded Units will be projects in the form of practical assignments.

In the Design industry, the most common method of gaining employment is through attending an interview with the presentation of a portfolio of work. This is also the way in which candidates can progress on to degree programmes. The Graded Units will provide an opportunity for candidates to integrate the knowledge and skills gained in the mandatory Units in the form of a practical assignment, which would contribute substantially to the overall portfolio of work achieved by undertaking the HND Display Design award.

## 5.2 Mapping information

See Appendix 2 for mapping of National Occupational Standards.

See Appendix 3 for mapping of Core Skills.

See Appendix 4 for mapping of the Aims of the Award.

## 5.3 Articulation, professional recognition and credit transfer

There is a continuing need for a qualification in Display Design. Unfortunately, HND is currently the highest level offered in the United Kingdom for study in this design discipline. The breadth of the HND Display Design structure offers candidates a route for progression to art and design degrees at HE institutions while providing a nationally acceptable certificate which can be used in its own right. As no direct path exist to a degree in Display Design direct articulation into degree level programmes have not been established.

However, the HND has the potential to lead to articulation into year three of a degree programme at the discretion of each receiving institution, and is predominately based on the portfolio evidence presented by the individual candidate at interview and mapping of the subject content and competencies developed within the HND. Articulation to year two of a degree programme with the HND is currently a more common progression route for candidates.

All credit transfer arrangements will be subject to External Verification.

It is anticipated that there may be some candidates who wish to transfer from the first year of the predecessor HND into the second year of this HND award to continue the course of study in Display Design. To facilitate this, such candidates need to achieve the HND Graded Unit of 16 SCQF credit points at SCQF level 8, and are not required to also achieve the Graded Unit of 8 SCQF credit points at SCQF level 7. This route to certification will only be available to candidates who have already completed the first year of the predecessor HND and will not be offered to any new candidates.

Candidates should:

- ◆ be given credit transfer between HND Units (developed using 1988 design principles) and the new HN Units (developed using 2003 design principles)
- ◆ achieve a Graded Unit of 16 SCQF points at SCQF level 8
- ◆ be given opportunities to develop Core Skills

Credit transfer can be given where there is broad equivalence between subject related content of the Unit (or combination of Units).

Candidates who are given credit transfer between the predecessor HND Units must still satisfy all other conditions of award of the new principles of the HND including the mandatory Units and the correct number of credits at the correct SCQF level.

The credit transfer transition arrangements are shown in the table in Appendix 5 on a Unit by Unit basis.

## **6 Approaches to delivery and assessment**

This Group Award is designed to provide a balance between the development of creativity and key skills required by the Retail Sector. The units in the revised structure of the Group Award have been sequenced. Primarily, year one units are delivered at SCQF level 7 while in year two the majority of Units are at SCQF level 8. Candidates will progress from a basic initial understanding of the practical techniques of the Display Design industry, and the research and development techniques of the Design Process in general, to Units requiring self evaluation of the candidate's performance.

The assessment strategy of the SQA Design Principles, to encourage a more holistic approach to assessment, has been adopted in this award. The new HN Unit specification places the emphasis on reducing the assessment load for both candidates and centres by devising assessments that assess the entire Unit or assess multiple Outcomes together. There is also the opportunity to integrate some assessments across Units.

With this in mind, the revised HND in Display Design places emphasis on a holistic approach to assessment, where either combination of Outcomes are assessed, or whose Units may be assessed to allow the candidates to participate in the learning process in a holistic way.

Graded Units have been introduced into this Group Award in line with the new HN Design Principles. As well as embodying the ethos and key aims of the award, these bring with them a level of integration and synthesis not featured in the predecessor Group Award. To help to prepare candidates, the Graded Unit project and its practical requirements should be outlined prior to its delivery in the timetable.

It is anticipated that successful candidates will exit from the Group Award with the following Core Skills profile:

Opportunities for Developing Core Skills within Units are recorded in Appendix 3.

## 7 General information for centres

### **Disabled candidates and/or those with additional support needs**

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website [www.sqa.org.uk/assessmentarrangements](http://www.sqa.org.uk/assessmentarrangements).

### **Internal and external verification**

All instruments of assessment used within this/these Group Award(s) should be internally verified, using the appropriate policy within the centre and the guidelines set by SQA.

External verification will be carried out by SQA to ensure that internal assessment is within the national guidelines for these qualifications.

Further information on internal and external verification can be found in *SQA's Guide to Assessment and Quality Assurance for Colleges of Further Education* ([www.sqa.org.uk](http://www.sqa.org.uk)).

## 8 General information for candidates

The HND Display Design is a two-year course. It is devised to equip you with a range of contemporary specialist technical and vocational skills and knowledge to enter employment as a Display Designer. You will be required to develop design projects, often working on full sized displays, involving the integration and application of a variety of skills within a determined time scale. Giving you an understanding of interdisciplinary connections between specialist design areas, the course will extend your creative abilities, helping you to develop critical thinking necessary for art and design, and preparing you for possible progression to a design related place in Higher Education.

The HND is particularly suited to a wide range of students including school leavers, adults wishing to return to education and those in employment who want to increase their specialist knowledge and skills in this creative area of study.

The unique, multi- disciplined nature of Display Design is reflected in the breadth of the Higher National Units on the course. This includes 4 double credit units covering different aspects of display and taking you through the design process from sourcing ideas, designing, constructing, to installing your displays. Other Units, such as lighting, digital imaging, model-making, drawing for 3D design and sign design, will add to your technical skills. Your artistic and creative abilities will also be extended in units on sculpture, fashion illustration and working with mixed media. The HND also covers a short period of employment experience, working in display in retail outlets. The Optional Units cover a wide variety of subjects. These will give you the opportunity to undertake supporting subjects that will complement the main area of your studies, including life drawing, photography and graphics. For you to achieve the HND Display Design, you must attain all the Mandatory Units (22 SQA credits/176 SCQF credit points) and Optional Units worth 8 SQA credits/64 SCQF credit points)

Near the end of the first year of the HND is a single credit Graded Unit at SCQF level 7. Similarly placed in the second year of the HND is a Graded Unit but this is a double credit Unit at SCQF level 8. Both Graded Units are project based which take the form of practical assignments. The Graded Units are predominantly self-motivated projects with scheduled mentoring sessions with your course tutor. The Graded Units will gain you an A, B, or C pass or a fail.

## 9 Glossary of terms

**SCQF:** This stands for the Scottish Credit and Qualification Framework, which is a new way of speaking about qualifications and how they inter-relate. We use SCQF terminology throughout this guide to refer to credits and levels. For further information on the SCQF visit the SCQF website at [www.scqf.org.uk](http://www.scqf.org.uk)

**SCQF credit points:** One HN credit is equivalent to 8 SCQF credit points. This applies to all HN Units, irrespective of their level.

**SCQF levels:** The SCQF covers 12 levels of learning. HN Units will normally be at levels 6–9. Graded Units will be at level 7 and 8.

**Subject Unit:** Subject Units contain vocational/subject content and are designed to test a specific set of knowledge and skills.

**Graded Unit:** Graded Units assess candidates' ability to integrate what they have learned while working towards the Units of the Group Award. Their purpose is to add value to the Group Award, making it more than the sum of its parts, and to encourage candidates to retain and adapt their skills and knowledge.

**Dedicated Unit to cover Core Skills:** This is a non-subject Unit that is written to cover one or more particular Core Skills.

**Embedded Core Skills:** This is where the development of a Core Skill is incorporated into the Unit and where the Unit assessment also covers the requirements of Core Skill assessment at a particular level.

**Signposted Core Skills:** This refers to the opportunities to develop a particular Core Skill at a specified level that lie outwith automatic certification.

**Qualification Design Team:** The QDT works in conjunction with a Qualification Manager/Development Manager to steer the development of the HNC/HND from its inception/revision through to validation. The group is made up of key stakeholders representing the interests of centres, employers, universities and other relevant organisations.

**Consortium-devised HNCs and HNDs** are those developments or revisions undertaken by a group of centres in partnership with SQA.

**Specialist single centre and specialist collaborative devised HNCs and HNDs** are those developments or revisions led by a single centre or small group of centres who provide knowledge and skills in a specialist area. Like consortium-devised HNCs and HNDs, these developments or revisions will also be supported by SQA.



## **10 Appendices**

Appendix 1: Suggested delivery schedule

Appendix 2: Mapping of National Occupational Standards to Units

Appendix 3: Core Skills mapping of the Group Award

Appendix 4: Mapping of general and specific aims to Units

Appendix 5: Transition arrangements

## Appendix 1: Suggested delivery schedule

Group Award HND Display Design — Mode of study: full time							
Unit No	Unit Title	Level	Mandatory(M) /Optional(O)	Credit value	Block I/ Semester I	Block II/ Semester II	Block III
<b>YEAR ONE</b>							
F45V 34	Display Design: Special Promotions	7	M	2	X		
F45T 34	Display Design: Seasonal	7	M	2		X	
DW9W 34	Sculpture: An Introduction	7	M	1	X		
F26W 34	Fashion Illustration: An introduction	7	M	1	X		
DV60 34	Digital Imaging	7	M	1		X	
F03V 34	Sign Design and Colour Application	7	M	1		X	
DV67 34	Mixed Media	7	M	1		X	
DX01 34	Drawing for 3D Design	7	M	1	X		
F4SV 34	Display Design: Graded Unit 1	7	M	1			X
DW6C 34	Photography: An Introduction	7	O	1			X
F1MW 34	Graphic Design Techniques	7	O	1		X	
DX04 34	Exhibition Design: Creative Concept	7	O	1			X
DV98 34	Life Drawing	7	O	1			X
<b>YEAR TWO</b>							
F45W 35	Display Design: In Store Display	8	M	2	X		
F45X 35	Display Design: Prestige Design	8	M	2		X	
F0MC 34	3D Design Digital Modelling	8	M	1	X		
D77H 34	Employment Experience 2	7	M	1	X		
F0MR 35	3D Design Introduction to Lighting	8	M	1	X		
F0MD 35	3D Design: Model-making	8	M	1		X	
DX5J 35	Mixed Media Portfolio	8	M	1		X	
F4SW 35	Display Design: Graded Unit 2	8	M	2			X
F1D6 35	Philosophical Aesthetics: An Introduction	8	O	1		X	
DX3A 35	Graphic Design: Three-Dimensional Project	8	O	1			X
DX39 35	Life Drawing Portfolio	8	O	1			X
F186 34	Professional Design Practice	7	O	1			X

## Appendix 2: Mapping of National Occupational Standards to Units

Group Award HND Display Design															
Unit No	Unit Name	1	2	3	4	5	6	7	8	9	10	11	12	13	14
F45V 34	Display Design: Special Promotions	1,2,3	3	1,2	3	1,2	2,3			1,2	1,2	2,3			1,2
F45T 34	Display Design: Seasonal	1,2,3	3	1,2	3	1,2	2,3			1,2	1,2	2,3			1,2
DW9W 34	Sculpture: An Introduction					1,2,3									
F26W 34	Fashion Illustration: An introduction	1,2,3,4	1,2,3,4			1,2,3,4									
DV60 34	Digital Imaging	1,2	1,2	1,2											
F03V 34	Sign Design and Colour Application			1,2,3		1,2,3	1,2,3							1,2,3	
DV67 34	Mixed Media	1,2,3	1,2,3			1,2,3	1,2,3								
DX01 34	Drawing for 3D Design	2	2		1,2		1,2,3			2	2			1,2,3	1,2
F4SV 34	Display Design: Graded Unit 1	1-4	1-4	1-4	1-4	1-4	1-4			1-4	1-4	1-4	1-4	1-4	1-4
F45W 35	Display Design: In Store Display	1,2,3	1,2,3	1,2	3	1,2	2,3			1,2	1,2	2,3			1,2
F45X 35	Display Design: Prestige Design	1,2,3	1,2,3	1,2	3	1,2	2,3			1,2	1,2	2,3			1,2
F0MC 34	3D Design Digital Modelling														1,2
D77H 34	Employment Experience 2	1,2,3	1,2,3	1,2,3	1,2,3	1,2,3	1,2,3		1,2	1,2,3	1,2,3	1,2,3	1,2,3	1,2,3	1,2,3
F0MR 35	3D Design Introduction to Lighting	1,2,3	1,2,3				1,2,3					1,2,3		1,2,3	
F0MD 35	3D Design: Model-making				1,2,3										1,2,3
DX5J 35	Mixed Media Portfolio	1,2,3	1,2,3	1,2,3		1,2,3	1,2,3								
F4SW 35	Display Design: Graded Unit 2	1-7	1-7	1-7	1-7	1-7	1-7			1-7	1-7	1-7	1-7	1-7	1-7
DW6C 34	Photography: An Introduction			1,2,3											
F1MW 34	Graphic Design Techniques	1,2,3		1,2,3		1,2,3	1,2,3				1,2,3			1,2,3	
DX04 34	Exhibition Design: Creative Concept	1,2,3	1,2,3	2,3							1,2,3				2,3
DV98 34	Life Drawing														
F1D6 35	Philosophical Aesthetics: An Introduction														
DX3A 35	Graphic Design: Three-Dimensional Project	1,2,3	1,2,3	1,2,3		1,2,3					1,2,3			1,2,3	1,2,3
DX39 35	Life Drawing Portfolio														
F186 34	Professional Design Practice	1,2,3	1,2,3	1,2,3	2,3		2,3	1,2,3			1,2,3		1,2,3	x	

## Appendix 2: Mapping of National Occupational Standards to Units (cont)

### National Occupational Standards relevant to these awards

The relevant standards are taken from the level 3 Diploma in Retail (Visual Merchandising). All units, available in the Visual Merchandising section of the NOS Award, have been listed for purposes of mapping. The units are endorsed by Skillsmart, the Sector Skills Council for Retail.

- 1 F/500/4939 — Follow guidelines for planning and preparing visual merchandising displays
- 2 T/500/4940 — Follow guidelines for dressing visual merchandising displays
- 3 A/500/4941 — Order graphic materials for visual merchandising displays
- 4 F/500/4942 — Dismantle and store visual merchandising displays
- 5 J/500/4943 — Make props for visual merchandising displays
- 6 L/500/4944 — Put visual merchandising displays together
- 7 F/500/5203 — Help to manage a retail team (E.9v1)
- 8 A/500/4938 — Organise the receipt and storage of goods in a retail environment
- 9 R/500/4945 — Choose merchandise to feature in visual merchandising displays
- 10 Y/500/4946 — Plan, monitor and control how graphics are used in visual merchandising displays
- 11 D/500/4947 — Monitor the effect of visual merchandising displays and layouts
- 12 H/500/4948 — Allocate, monitor and control visual merchandising project resources against budgets
- 13 K/500/4949 — Contribute to developing and putting into practice the company's visual merchandising policy
- 14 D/500/4950 — Create plans, elevations and drawings to realise visual merchandising ideas

## Appendix 3: Core Skills mapping of the Group Award

There are opportunities to develop the following Core Skills in this Award. All Core Skills are embedded in the units where the Unit assessment also covers the requirements of a Core Skill at a particular level.

Unit No	Unit Name	Communications		Numeracy		Information Technology	Problem Solving			Working with Others
		Oral	Written	Using Graphical Information	Using Number	Using IT	Critical Thinking	Planning & Organising	Reviewing & Evaluating	WWO
F45V 34	Display Design: Special Promotions	level 4	level 4	level 4	level 4		level 4	level 4	level 4	
F45T 34	Display Design: Seasonal	level 4	level 4	level 5	level 4	level 4	level 6	level 6	level 6	
DW9W 34	Sculpture: An Introduction	level 6	level 6				level 6	level 6	level 6	level 6
F26W 34	Fashion Illustration: An introduction						level 5	level 5	level 5	
DV60 34	Digital Imaging					level 6	level 6	level 6	level 6	
F03V 34	Sign Design and Colour Application					level 5				
DV67 34	Mixed Media						level 6	level 6	level 6	
DX01 34	Drawing for 3D Design						level 6	level 6	level 6	
F4SV 34	Display Design: Graded Unit 1						level 7	level 7	level 7	
F45W 35	Display Design: In Store Display	level 6	level 6			level 5	level 6	level 6	level 6	
F45X 35	Display Design: Prestige Design	level 6	level 6	level 6		level 5	level 6	level 6	level 6	
F0MC 34	3D Design Digital Modelling			level 6	level 6	level 6				

### Appendix 3: Core Skills mapping of Group Award (cont)

		Communications		Numeracy		Information Technology	Problem Solving			Working with Others
Unit No	Unit Name	Oral	Written	Using Graphical Information	Using Number	Using IT	Critical Thinking	Planning & Organising	Reviewing & Evaluating	WWO
D77H 34	Employment Experience 2									level 6
F0MR 35	3D Design Introduction to Lighting						level 6	level 6	level 6	
F0MD 35	3D Design: Modelmaking	level 6	level 6	level 6	level 6	level 6	level 6	level 6	level 6	
DX5J 35	Mixed Media Portfolio						level 6	level 6	level 6	
F4SW 35	Display Design: Graded Unit 2	level 6	level 6	level 6			level 6	level 6	level 6	
DW6C 34	Photography: An Introduction	level 6				level 6	level 6	level 6	level 6	
F1MW 34	Graphic Design Techniques					level 6	level 6	level 6	level 6	
DX04 34	Exhibition Design: Creative Concept					level 6	level 6	level 6	level 6	
DV98 34	Life Drawing									level 6
F1D6 35	Philosophical Aesthetics: An Introduction	level 6	level 6				level 6			
DX3A 35	Graphic Design: Three-Dimensional Project	level 6	level 6			level 6				
DX39 35	Life Drawing Portfolio						level 6	level 6	level 6	
F186 34	Professional Design Practice	level 5	level 5	level 5	level 5		level 5	level 5	level 5	

## Appendix 4: Mapping of general aims to Units

Unit No	Unit Name	Aim 1	Aim 2	Aim 3	Aim 4	Aim 5	Aim 6	Aim 7	Aim 8	Aim 9
F45V 34	Display Design: Special Promotions	X	X	X	X	X	X	X	X	X
F45T 34	Display Design: Seasonal	X	X	X	X	X	X	X	X	X
DW9W 34	Sculpture: An Introduction	X	X	X	X	X	X	X	X	
F26W 34	Fashion Illustration: An introduction	X	X	X	X	X	X	X	X	X
DV60 34	Digital Imaging	X	X	X	X	X	X	X	X	X
F03V 34	Sign Design and Colour Application	X	X	X	X	X	X	X	X	X
DV67 34	Mixed Media	X	X	X	X	X	X	X	X	X
DX01 34	Drawing for 3D Design	X	X	X	X	X	X	X	X	X
F4SV 34	Display Design: Graded Unit 1	X	X	X	X	X	X	X	X	X
F45W 35	Display Design: In Store Display	X	X	X	X	X	X	X	X	X
F45X 35	Display Design: Prestige Design	X	X	X	X	X	X	X	X	X
F0MC 34	3D Design Digital Modelling	X	X	X	X	X	X	X	X	X
D77H 34	Employment Experience 2	X	X	X	X	X	X	X	X	X
F0MR 35	3D Design Introduction to Lighting	X	X	X	X	X	X	X	X	X
F0MD 35	3D Design: Modelmaking	X	X	X	X	X	X	X	X	X
DX5J 35	Mixed Media Portfolio	X	X	X	X	X	X	X	X	X
F4SW 35	Display Design: Graded Unit 2	X	X	X	X	X	X	X	X	X

## Appendix 4: Mapping of specific aims to Units

Unit No.	Unit name	Aim 10	Aim 11	Aim 12	Aim 13	Aim 14	Aim 15	Aim 16
F45V 34	Display Design: Special Promotions	X	X	X	X	X	X	X
F45T 34	Display Design: Seasonal	X	X	X	X	X	X	X
DW9W 34	Sculpture: An Introduction	X	X	X		X	X	X
F26W 34	Fashion Illustration: An introduction	X	X	X	X	X	X	X
DV60 34	Digital Imaging	X	X	X		X	X	X
F03V 34	Sign Design and Colour Application	X		X	X	X	X	X
DV67 34	Mixed Media	X	X	X		X	X	X
DX01 34	Drawing for 3D Design	X	X	X		X	X	X
F4SV 34	Display Design: Graded Unit 1	X	X	X	X	X	X	X
F45W 35	Display Design: In Store Display	X	X	X	X	X	X	X
F45X 35	Display Design: Prestige Design	X	X	X	X	X	X	X
F0MC 34	3D Design Digital Modelling	X		X		X	X	X
D77H 34	Employment Experience 2	X		X	X	X	X	X
F0MR 35	3D Design Introduction to Lighting	X	X	X	X	X	X	X
F0MD 35	3D Design: Modelmaking	X	X	X		X	X	X
DX5J 35	Mixed Media Portfolio	X	X	X		X	X	X
F4SW 35	Display Design: Graded Unit 2	X	X	X	X	X	X	X



## Appendix 5: Transition arrangements

Units		Equivalent old Unit or parts and combinations of Units		Credit transfer proposed	Audit result
Unit code	Unit title	Unit code	Unit title		
F45V 34	Display Design: Special Promotions	A6M804	Spatial Design: Special Promotion 1	Yes	
F45T 34	Display Design: Seasonal	D5JE04	Seasonal Display	Yes	
DW9W 34	Sculpture: An Introduction	D5J904	3D Design Process	Yes	
F26W 34	Fashion Illustration: An introduction	D5JA04 A62C04	Analytical Studies 1 Analytical Studies 2	Yes	
DV60 34	Digital Imaging	D5JC04	Cad For Spatial Design	Yes	
F03V 34	Sign Design and Colour Application	A62404	Applied Vinyl Graphics: Computer Aided Manufacture	Yes	
DV67 34	Mixed Media	D5LN04	Surface Finishes And Techniques	Yes	
DX01 34	Drawing for 3D Design	D5J904	3d Design Process	Yes	
F4SV 34	Display Design: Graded Unit 1	A6M804 D5JE04 D5J904	Spatial Design: Special Promotion 1 Seasonal Display 3D Design Process	Yes	
F45W 35	Display Design: In Store Display	D5JD04	In Store Display	Yes	
F45X 35	Display Design: Prestige Design	D5JH04 D5JF04	Prestige Display In-House Display	Yes	
F0MC 34	3D Design Digital Modelling	D5JG04	Computer Aided Design: 3d Rendering For Spatial Design	Yes	
D77H 34	Employment Experience 2	D41F04	Design: Work Placement	Yes	
F0MR 35	3D Design Introduction to Lighting	D5JL04	Introduction To Lighting For Displays And Exhibitions	Yes	
F0MD 35	3D Design: Modelmaking	D5JB04 D5JJ04	Experimental Set Design In Store Exhibitions, Temporary Pavilions	Yes	
DX5J 35	Mixed Media Portfolio	D5LN04	Surface Finishes And Techniques	Yes	
F4SW 35	Display Design: Graded Unit 2	A6KH04	Design Project 2	Yes	
DW6C 34	Photography: An Introduction	A62804	Basic Creative Photography	Yes	
F1MW 34	Graphic Design Techniques	A62404 D5JC04	Applied Vinyl Graphics: Computer Aided Manufacture Cad For Spatial Design	Yes	

## Appendix 5: Transition arrangements (cont)

Units		Equivalent old Unit or parts and combinations of Units		Credit transfer proposed	Audit result
Unit code	Unit title	Unit code	Unit title		
DX04 34	Exhibition Design: Creative Concept	D5JB04 D5JJ04	Experimental Set Design In Store Exhibitions, Temporary Pavilions	Yes	
DV98 34	Life Drawing	D5JA04 A62C04	Analytical Studies 1 Analytical Studies 2	Yes	
F1D6 35	Philosophical Aesthetics: An Introduction	A6KD04	Design History	Yes	
DX3A 35	Graphic Design: Three-Dimensional Project	D5J904 D5JG04	3D Design Process  Computer Aided Design: 3D Rendering For Spatial Design	Yes	
DX39 35	Life Drawing Portfolio	D5JA04 A62C04	Analytical Studies 1 Analytical Studies 2	Yes	
F186 34	Professional Design Practice	A6KL04	Professional Studies	Yes	