

SQA Advanced Unit specification

General information for centres

Unit title: Art and Design: Advanced Project

Unit code: HT4K 48

Unit purpose: This Unit extends the knowledge of the art and design processes already gained by candidates. It is a practical Unit that encourages the development of self-directed work. This Unit maybe delivered as a stand-alone Unit or alongside other Units.

On completion of the Unit the candidate will be able to:

- 1 Develop and evaluate an art or design brief.
- 2 Develop and evaluate art or design concepts.
- 3 Produce, present and evaluate a finished art or design project.

Credit points and level: 2 SQA credits at SCQF level 8 (16 SCQF credit points at SCQF level 8*).

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from National 1 to Doctorates.*

Recommended prior knowledge and skills: Access to this Unit is at the discretion of the centre. However, it would be beneficial if candidates have completed SQA Advanced Units in art or design such as HT3V 47 *Art and Design: Creative Process* or have similar knowledge and skills.

Core Skills: There are opportunities to develop the Core Skill of Problem Solving, Information Technology and Communication at SCQF level 6 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

Context for delivery: If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

Assessment: Outcome 1 is assessed by the production and evaluation of a design brief.
Outcome 2 is assessed by the production of a sketchbook/workbook/worksheets.
Outcome 3 is assessed by production and evaluation of a finished proposal.

Outcomes may be assessed separately or holistically at one assessment event. Holistic assessment is recommended.

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SQA Advanced Unit specification: statement of standards

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The sections of the Unit stating the Outcomes, Knowledge and/or Skills, and Evidence Requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the Knowledge and/or Skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Develop and evaluate an art or design brief

Knowledge and/or Skills

- ◆ Defining project objectives
- ◆ Evaluating project objectives
- ◆ Identifying references
- ◆ Research sources
- ◆ Identifying methodologies
- ◆ Timescales

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ develop an outline brief for an art or design project
- ◆ evaluate project objectives
- ◆ identify sources and collect research resources and references appropriate to the brief
- ◆ establish a working methodology
- ◆ write and present a clear and detailed final brief
- ◆ set realistic timescales for the achievement of the stages of the brief

Evidence should be presented as a clearly laid out project brief that identifies research strategies plus a time plan that sets achievable deadlines.

Assessment Guidelines

The scale of the project described by the brief should be sufficient to allow candidates to explore new approaches to skills already learned or to develop new areas of creative skill and/or knowledge.

Candidates would be expected to have completed this Outcome in order to progress to Outcome 2.

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Outcome 2

Develop and evaluate art or design concepts

Knowledge and/or Skills

- ◆ Applied research
- ◆ Problem solving
- ◆ Visual development of ideas and concepts
- ◆ Developing and concepts
- ◆ Exploring and evaluating concepts
- ◆ Critical reflection

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can, with reference to the brief:

- ◆ research and collate a variety of source information
- ◆ establish a working method for developing a range of concept solutions
- ◆ develop ideas and concepts
- ◆ provide visual evidence of concept solutions for evaluation
- ◆ critically analyse and select material for development

Evidence should be presented as a sketchbook of ideas and concept development. There should be sketchbook evidence of a process that integrates appropriate research with the drawing and development of a range of prototype ideas and solutions

Candidates should pursue at least three areas of investigation.

Assessment Guidelines

Evidence of critical reflection and analysis should be presented as annotations to working concepts. It is also possible to assess this part of the Outcome by a recorded group discussion or critique, or in a one-to-one meeting with the tutor.

Outcome 3

Produce, present and evaluate a finished art or design project

Knowledge and/or Skills

- ◆ Selecting appropriate materials
- ◆ Project management
- ◆ Time management
- ◆ Professional and appropriate standards
- ◆ Presenting finished work
- ◆ Safe working practices
- ◆ Evaluation
- ◆ Critical reflection

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Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ develop and present a solution that meets the requirements of the brief
- ◆ manage the project to meet agreed deadlines
- ◆ demonstrate safe and appropriate use of materials and equipment
- ◆ present the finished design solution
- ◆ evaluate the finished art or design solution in terms of meeting the requirements for brief
- ◆ critically reflect upon the strengths and weaknesses of the design process and completed solution

Evidence should be presented as a finished solution in a form appropriate to the candidate's area of study. Evidence of evaluation and critical reflection should be presented as a report in written/oral or digital form, supported by suitable visual material.

Assessment Guidelines

Evidence could be report in written/oral or digital form should be equivalent written response or an oral presentation supported by visual material. It may be appropriate to assess this part of the Outcome by a group discussion or critique, or in a one-to-one meeting with the tutor. If discussion is used as part of the assessment method, evidence should be recorded on a checklist or as video evidence.

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Administrative Information

Unit code: HT4K 48

Unit title: Art and Design: Advanced Project

Superclass category: JA

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Version	Description of change	Date

Source: SQA

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SQA Advanced Unit specification: support notes

Unit title: Art and Design: Advanced Project

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

This Unit is intended to allow candidates from a range of art and design disciplines to further develop their understanding of the art and design process through a synthesis of practical work and personal enquiry. The candidate will be able to develop a personal project appropriate to his or her own area of interest and study. They will work through a process of recognising an area of interest, developing a suitable brief, developing ideas and solutions and finally producing and evaluating a finished piece of art or design work.

This Unit is likely to form part of a Group Award, which is primarily designed to provide candidates the opportunity to develop their knowledge and skills and apply them in a manner, which follow the conventions of professional practice in their chosen field.

This Unit is not an introduction to exploring an art and design process but is designed to give candidates further experience of the design process and an opportunity to explore their creativity in self-directed manner. Candidates should have sound experience of an art and/or design discipline.

Guidance on the delivery and assessment of this Unit

This Unit has been developed as part of the SQA Advanced Diploma Computer Art and Design Award Design. It is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

Opportunities may be taken to link or integrate with other aspects of the course and a thematic approach adopted for both delivery and assessment.

Outcome 1

The candidate will have to identify a requirement that needs an art or design solution. This could be a design problem or personal fine art enquiry. The candidate should then define this requirement as a project brief. The brief should identify potential avenues of research and suitable references. The brief should be sufficiently complex to present new challenges to the candidate and not allow the candidate to simply reiterate a creative solution already produced. Finally the candidate should establish a working methodology for their project. The brief could be for an individual or group project. If a group project is undertaken tutors should ensure that each candidate's contribution and evidence is clear and unambiguous.

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Outcome 2

This Outcome is intended to allow the candidate to put their methodology into practice and extend their understanding of how to develop ideas for an art and design project. For this the candidate will use a range of appropriate collation, drawing and imaging making techniques that should be assembled in a sketchbook or another appropriate display method. An emphasis should be placed on the aesthetic and creative nature of the worked produced. Candidates should critically reflect on the suitability of their emerging ideas either by annotating their concepts or by an oral critique or group discussion. Candidates will then select their most appropriate concept for development in to a final solution.

Outcome 3

For this Outcome the candidate will have to produce a finished piece of art or design work that meets with the requirements of their original brief. The work could be formally presented either as part of an exhibition or as part of a critique. Again an emphasis should be placed on the aesthetic and creative nature of the worked produced. Evaluation should cover the whole process from the development of the brief through development to realisation and should show evidence of the candidate's ability to look objectively at the success or otherwise of his or her own creative output, whatever form it may take.

Opportunities for developing Core Skills

All elements of the Core Skill of Problem Solving, namely Planning and Organising, Critical Thinking, and Reviewing and Evaluating, should be fully developed and further enhanced as candidates undertake the Unit, applying their knowledge and skills to a complex practical task which meets the requirements of a brief.

The project work will require a high level of critical and creative use of technology. Identifying and using to best effect all available resources, setting realistic timescales and adopting appropriate working methods should facilitate the management of any potential difficulties at the planning stage. Group discussion of issues may be useful although candidates should be independently able to justify and apply their own effective design solutions and build in opportunities for review and potential adjustment. Candidates should be encouraged to identify appropriate evaluative methods to measure achievement. Evaluation in which all aspects of the application of mixed media and their potential impact are analysed will be a critical underpinning aspect of presentation.

Candidates have to conduct in-depth research, accessing a range of complex source materials. Analytical evaluation of information accessed would be essential and should include an examination of the currency, authority, and accuracy of sources. Efficient systems of recording, coding and storing information should be emphasised. Research findings may be presented in a written or oral report. Candidates should express complex ideas and information accurately and concisely, using an appropriate style and structure to present conclusions coherently. Use of software packages would support written work and facilitate technical accuracy.

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If reporting orally, candidates should use the most appropriate style and language for their listeners, and ensure that what they say has been considered and relevant. They should be able to:

- ◆ collate, organise and structure information effectively
- ◆ signpost key points
- ◆ select and produce support materials if appropriate
- ◆ use non-verbal communication techniques, such as eye contact and interested expression
- ◆ use pace and voice projection for impact
- ◆ respond to questions confidently and in a way that progresses communication

Open learning

Because of the practical nature of this Unit, delivery by open learning is not recommended. Although this Unit could be delivered by distance learning, it would require a considerable degree of planning by the centre to ensure the sufficiency and authenticity of candidate evidence.

For further information and advice please refer to the SQA document *Assessment and Quality Assurance for Open and Distance Learning* which is available on SQA's website: www.sqa.org.uk.

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.

Further advice can be found on our website www.sqa.org.uk/assessmentarrangements.

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For Outcome 1 you will identify a requirement appropriate to your chosen area of study that needs an art or design solution. This could be a design problem or personal enquiry. You will then define this requirement as a project brief. The brief will identify potential avenues of research and a methodology and timescales for your project.

For Outcome 2 you will put your methodology into practice and research and develop ideas your personal creative project. You will gather and collate research information, and concepts and ideas, usually in a sketchbook or workbook.

For Outcome 3 you will produce a finished piece of creative work that meets the requirements of the original brief. The work will be formally presented, perhaps as part of an exhibition or as part of a critique. You will also reflect on the success of your final solution and report on this to your tutor, either in written form or as an oral discussion.