

SQA Advanced Graded Unit Specification

General information for centres

This Graded Unit has been validated as part of the SQA Advanced Certificate/Diploma in Art and Design. Centres are required to develop the assessment instrument in accordance with this validated specification. Centres wishing to use another type of Graded Unit or assessment instrument are required to submit proposals detailing the justification for change for validation.

Graded Unit Title: Art and Design: Graded Unit 2

Graded Unit Code: HT6A 48

Type of Graded Unit: Project

Assessment Instrument: Practical Assignment

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.*

Purpose: This Graded Unit is designed to provide evidence that the candidate has achieved the following principal aims of the SQA Advanced Certificate/Diploma in Art and Design.

- ◆ Develop an understanding of interdisciplinary connections between the various subject areas within Art and Design.
- ◆ Develop a critical thinking capacity and reflective evaluation processes within the visual arts.
- ◆ Develop awareness of the cultural, sustainable and industrial contexts in which art and design functions.
- ◆ Develop candidates' creative processes and visual language.
- ◆ Refine and demonstrate applied knowledge of a broad range of art and design skills in 2-D and/or 3-D areas.
- ◆ Take account of relevant health and safety considerations.

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Recommended Prior Knowledge and Skills: It is recommended that the candidate should have completed or be in the process of completing the following Units relating to the above specific aims prior to undertaking this Graded Unit:

HT4C 48 *Developmental Drawing Portfolio*
HT6K 48 *Creative Project for Artists and Designers*
HT4G 48 *Art and Design Context: Personal Investigation*
HT4R 48 *Art and Design: Presentation*

Core Skills: The achievement of this Unit gives automatic certification of Problem Solving at SCQF level 6. There are also further opportunities to develop the Core Skill Information Technology and Communication at SCQF level 6 in this Unit.

Assessment: This Graded Unit will be assessed by the use of a practical assignment. The developed practical assignment should provide the candidate with the opportunity to produce evidence that demonstrates she/he has met the aims of the level 8 Graded Unit that it covers.

Since the Core Skill of Problem Solving at SCQF level 6 is embedded in this Unit, it is strongly recommended that you follow the assessment guidelines given. If you wish to use a different assessment model, you should seek prior verification of the assessment instrument(s) you intend to use to ensure that the Core Skill is still covered.

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Administrative Information

Graded Unit Code: HT6A 48

Graded Unit Title: Art and Design: Graded Unit 2

Original date of publication: August 2017

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History of Changes:

Version	Description of change	Date

Source: SQA

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SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of SQA Advanced Qualifications.

FURTHER INFORMATION: Call SQA's Customer Contact Centre on 44 (0) 141 500 5030 or 0345 279 1000. Alternatively, complete our [Centre Feedback Form](#).

SQA Advanced Graded Unit Specification: Instructions for designing the assessment task and assessing candidates

Graded Unit Title: Art and Design: Graded Unit 2

Conditions of Assessment

The candidate should be given a date for completion of the practical assignment. However, the instructions for the assessment task should be distributed to allow the candidate sufficient time to assimilate the details and carry out the assessment task. During the time between the distribution of the assessment task instructions and the completion date, assessors may answer questions, provide clarification, guidance and reasonable assistance. Candidates will be entitled to a total of four structured mentoring sessions as follows; one at Planning stage, two during the Development stage and one prior to final submission. The mentoring sessions will have written feedback to the candidate (examples within the Assessment Exemplar). The assessment task should be marked as soon as possible after the completion date. The final grading given should reflect the quality of the candidate's evidence at the time of the completion date.

The evidence for the project is generated over time and involves three distinct stages, where each stage has to be achieved before the next is undertaken. Thus any reassessment of stages must be undertaken before proceeding to the next stage.

If a candidate fails the project overall or wishes to upgrade, then this must be done using a *substantially different* project, ie all stages are undertaken using a new project, assignment, case study, etc. In this case, a candidate's grade will be based on the achievement in the reassessment, if this results in a higher grade.

Instructions for designing the assessment task

The assessment task is a project. The project undertaken by the candidate must be a complex task which involves:

- ◆ variables which are complex or unfamiliar
- ◆ relationships which need to be clarified
- ◆ a context which may be familiar or unfamiliar to the candidate

The assessment task must require the candidate to:

- ◆ analyse the task and decide on a course of action for undertaking the project
- ◆ plan and organise work and carry it through to completion
- ◆ reflect on what has been done and draw conclusions for the future
- ◆ produce evidence of meeting the aims which this Graded Unit has been designed to cover

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Candidates who meet the minimum Evidence Requirements will have their achievement graded as C — competent, or A — highly competent or B somewhere between A and C. The grade related criteria to be used to judge candidate performance for this Graded Unit is specified in the following table.

Grade-related criteria	
Grade A	Grade C
<p>Is a seamless, coherent piece of work which:</p> <ul style="list-style-type: none"> ◆ Has a body of evidence for the three phases of the project that is produced to a high standard, is quite clearly inter-related and more than sufficient in quantity. ◆ Demonstrates a justified interpretation of the brief which shows a high level of creativity. ◆ Is highly focused and relevant to the tasks associated to the project. ◆ Has cohesive and comprehensively developed concepts. ◆ Demonstrates a high level of competence in the safe handling of art and design materials, tools and equipment. ◆ Demonstrates a high level of technical skills in the use and application of materials and techniques. ◆ Displays high levels of evaluative skills. ◆ Uses evaluative language which is accurate, comprehensive and appropriate. 	<p>Is a co-ordinated piece of work which:</p> <ul style="list-style-type: none"> ◆ Has sufficient evidence for the three phases of the project. ◆ Demonstrates an acceptable interpretation of the brief. ◆ Is relevant to the tasks associated with the brief. ◆ Displays satisfactory structured concepts. ◆ Demonstrates satisfactory competence in the safe handling of art and design materials, tools and equipment. ◆ Demonstrates satisfactory technical skills in the use and application of materials and techniques. ◆ Displays a satisfactory level of evaluative skills. ◆ Uses evaluative language which is adequate in terms of accuracy and technical content.

The project will be marked out of 100. Assessors will mark each stage of the project, taking into account the criteria outlined. The marks will then be aggregated to arrive at an overall mark for the project. Assessors will then assign an overall grade to the candidate for this Graded Unit based on the following grade boundaries.

A = 70% — 100%

B = 60% — 69%

C = 50% — 59%

Note: the candidate must achieve all of the minimum evidence specified below for each stage of the project in order to achieve the Graded Unit.

Evidence Requirements

The project consists of three stages: planning; developing; and evaluating. The following table specifies the minimum evidence required to pass each stage.

Note: The candidate must achieve **all of the minimum evidence** specified below for each stage of the project in order to pass the Graded Unit.

Project Stage	Minimum Evidence Requirements
Stage 1 — Planning 10 marks	Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can: <ul style="list-style-type: none"> ◆ Produce a project overview and schedule ◆ Interpret a project brief ◆ Detail the aims and objectives of the project ◆ Outline a methodology for research ◆ Gather information in response to the brief ◆ Investigate a variety of solutions to the brief ◆ Identify materials and resources to be used ◆ Show consideration of costings and budget ◆ Show an understanding of risk assessment and health and safety requirements <p><i>The candidate must achieve all of the minimum evidence specified above in order to pass the Planning stage.</i></p>
Stage 2 — Developing 70 marks	Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can: <ul style="list-style-type: none"> ◆ Use two and/or three dimensional techniques to produce developments in a range of media appropriate to the project brief ◆ Integrate research and concept development in a final artwork or product ◆ Produce a completed artwork or product ◆ Meet all the requirements of the project brief ◆ Keep a record of the process underpinning the activity that includes: <ul style="list-style-type: none"> — The action plan — Research and development — Documentation of the art and design processes — Alternative developments and solutions ◆ Produce a range of alternative developments ◆ Show reflective consideration of developmental possibilities
	<p><i>The candidate must achieve all of the minimum evidence specified above in order to pass the Developing stage.</i></p>

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Project Stage	Minimum Evidence Requirements
Stage 3 — Evaluating 20 marks	<p>Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can:</p> <ul style="list-style-type: none">◆ Outline the process of the practical assignment◆ Outline the aims and objectives that have been met or otherwise◆ Identify knowledge and skills that have been gained or developed◆ Identify personal development goals that have been met◆ Clearly present reasons for creative decisions◆ Assess the strengths and weaknesses of the process and the product◆ Identify strategies for further development or improvement◆ Use appropriate language and terminology <p><i>The candidate must achieve all of the minimum evidence specified above in order to pass the Evaluating stage.</i></p>

Support Notes

The Graded Unit at level 8, is designed to harness the skills, knowledge and competencies that the candidate has gained during the second year of the Art and Design Group Award and in particular to reflect the skills and knowledge achieved during delivery of the mandatory Units, which reflect the principal aims of the Art and Design SQA Advanced Certificate/Diploma award. In designing the instrument of assessment for this Graded Unit, a holistic and integrated approach is recommended and this instrument of assessment/project brief should reflect the national standard of achievement required at SCQF level 8. An exemplar instrument of assessment and marking guidelines has been produced by SQA to provide examples of the type of evidence required to demonstrate achievement of the aims of the Group Award, which should also be covered by the assessment task.

The instrument of assessment/project brief should be designed to cover the three mandatory stages of the project as well as covering the principal aims of the SQA Advanced Diploma Art and Design Group Award. The three stages are:

- ◆ Planning
- ◆ Developing
- ◆ Evaluating

An approximate breakdown of the time and marks allocated to each stage are as follows:

Planning	10 marks
Developing	70 marks
Evaluating	20 marks

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The Graded Unit should be undertaken on an individual basis. Candidates should be encouraged to select an appropriate project that involves them in developing a finished product, which requires the integration and application of a variety of knowledge and skills gained at level 8 of the award and meets the principal aims of the SQA Advanced Diploma in Art and Design. This project should be completed within a pre-determined time scale that reflects the 2-credit value of the Unit. Time should be allowed for mentoring and feedback.

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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General Information for Candidates

This Graded Unit will bring together the skills, knowledge and techniques that you have developed during the majority of the SQA Advanced Diploma in Art and Design Award. The Unit will show your understanding and competence of the knowledge and skills in the Mandatory Units of the Art and Design Group Award. It will give you the opportunity to plan, develop and evaluate a project that reflects your abilities in art and design.

The Graded Unit will give you a chance to show their best advantage the knowledge and skills you have gained during the course.

The project will be internally assessed by your tutor and subject to external verification by SQA. You will be graded A, B, C, fail/remediate for this Unit.

For this Unit you will work individually to a project brief that requires you to **produce an artwork or product** and **plan, develop** and **evaluate** your project.

You will:

- ◆ produce a project overview and schedule
- ◆ interpret a project brief
- ◆ detail the aims and objectives of the project
- ◆ outline a methodology for research
- ◆ gather information in response to the brief
- ◆ investigate a variety of solutions to the brief
- ◆ identify materials and resources to be used
- ◆ show consideration of costings and budget
- ◆ show an understanding of risk assessment and health and safety requirements
- ◆ use two and/or three dimensional techniques to produce developments in a range of media appropriate to the project brief
- ◆ integrate research and concept development in a final artwork or product
- ◆ produce a completed artwork or product
- ◆ meet all the requirements of the project brief
- ◆ keep a record of the process underpinning the activity that includes:
 - the action plan
 - research and development
 - documentation of the art and design processes
 - alternative developments and solutions
- ◆ produce a range of alternative developments
- ◆ show reflective consideration of developmental possibilities
- ◆ outline the process of the practical assignment
- ◆ outline the aims and objectives that have been met or otherwise
- ◆ identify knowledge and skills that have been gained or developed
- ◆ identify personal development goals that have been met
- ◆ clearly present reasons for creative decisions
- ◆ assess the strengths and weaknesses of the process and the product
- ◆ identify strategies for further development or improvement
- ◆ use appropriate language and terminology