



Art and Design: Design Activity (National 4)

SCQF: level 4 (9 SCQF credit points)

Unit code: H204 74

Unit outline

The general aim of this Unit is to develop learners' ability to develop creative design ideas in response to a given brief. In this Unit learners will explore how designers develop and create their ideas. They will consider the design choices and opportunities in the brief before developing their own creative design ideas, showing understanding of basic design issues.

On completion of the Unit, learners will be able to use a variety of design materials, techniques and/or technology and reflect on their own work and the work of others.

Learners who complete this Unit will be able to:

- 1 Describe the things that have inspired and influenced designers and their work
- 2 Produce creative design ideas and development work in response to a given design brief

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

The *Added Value Unit Specification* for the National 4 Art and Design Course gives further mandatory information on Course coverage for learners taking this Unit as part of the Art and National 4 Art and Design Course.

Recommended entry

Entry to this Unit is at the discretion of the centre. However, learners would normally be expected to have attained the skills, knowledge and understanding required by one or more of the following or equivalent qualifications and/or experience:

- ◆ National 3 Art and Design Course or relevant component Units

In terms of prior learning and experience, relevant experiences and outcomes may also provide an appropriate basis for doing this Unit.

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 *Unit Support Notes*.

Standards

Outcomes and assessment standards

Outcome 1

The learner will:

- 1 Describe the things that have inspired and influenced designers and their work by:**
 - 1.1 Describing how designers use design materials, techniques and/or technology in their work
 - 1.2 Describing the things that have influenced these designers and the work they produce
 - 1.3 Expressing facts and personal opinions about the designers' work

Outcome 2

The learner will:

- 2 Produce creative design ideas and development work in response to a given design brief by:**
 - 2.1 Identifying the main design opportunities, issues and constraints in the brief
 - 2.2 Producing relevant investigative studies and market research in response to the brief
 - 2.3 Using design materials, techniques and/or technology in creative ways
 - 2.4 Using simple evaluation skills in the creative process when developing their creative design ideas

Evidence Requirements for the Unit

Assessors should use their professional judgement, subject knowledge and experience, and understanding of their learners, to determine the most appropriate ways to generate evidence and the conditions and contexts in which they are used.

Evidence will be a combination of practical, written, oral and/or recorded evidence.

Evidence may be presented for individual Outcomes or it may be gathered for the Unit as a whole by combining assessment holistically in one single activity. If the latter approach is used, it must be clear how the evidence covers each Outcome.

In this Unit, learners will be required to provide evidence of:

- ◆ a basic understanding of designers' work and the influences on their design practice
- ◆ skills in investigating and researching the requirements of a design brief
- ◆ skilled and creative use of design materials, techniques and/or technology
- ◆ developing imaginative design ideas in 2D and/or 3D formats in response to the brief

- ◆ ability to present facts and opinions about their own work and the work of other designers

Exemplification of assessment is provided in *Unit Assessment Support*.. Advice and guidance on possible approaches to assessment is provided in the *Unit Support Notes*.

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

It is expected that learners will develop broad, generic skills through this Unit. The skills that learners will be expected to improve on and develop through the Unit are based on SQA's *Skills Framework: Skills for Learning, Skills for Life and Skills for Work* and drawn from the main skills areas listed below. These must be built into the Unit where there are appropriate opportunities.

3 Health and wellbeing

3.1 Personal learning

5 Thinking skills

5.2 Understanding

5.3 Applying

5.5 Creating

Amplification of these is given in SQA's *Skills Framework: Skills for Learning, Skills for Life and Skills for Work*. The level of these skills should be at the same SCQF level as the Unit and be consistent with the SCQF level descriptor. Further information on building in skills for learning, skills for life and skills for work is given in the *Unit Support Notes*.

Administrative information

Published: April 2012 (version 1.0)

Superclass: JC

History of changes to National Unit Specification

Version	Description of change	Authorised by	Date

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