



National 4
Added Value
Unit Specification



Art and Design: Practical Activity (National 4)

SCQF: level 4 (6 SCQF credit points)

Unit code: H206 74

Unit outline

This is the Added Value Unit in the National 4 Art and Design Course. The general aim of this Unit is to enable the learner to provide evidence of added value for the Art and Design (National 4) Course through the successful completion of a practical activity which will allow the learner to demonstrate challenge and application.

Learners who complete this Unit will apply their art and design skills to:

- 1 Produce a piece of expressive art in response to a theme or stimuli
- 2 Produce a piece of design work in response to a design brief

This Unit is a mandatory Unit of the National 4 Art and Design Course, and is also available as a freestanding 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 Art and Design Course:

- ◆ Art and Design: Expressive Activity (National 4)
- ◆ Art and Design: Design Activity (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 a piece of expressive art in response to a theme or stimuli by:**
 - 1.1 Selecting, with some support, a straightforward development idea
 - 1.2 Identifying and planning how to develop their expressive art work
 - 1.3 Selecting and using art materials, techniques and/or technology creatively and imaginatively
 - 1.4 Using the visual elements with some skill, and resolving straightforward visual problems
 - 1.5 Reflecting on the visual qualities of their art work

Outcome 2

The learner will:

- 2 Produce a piece of design work in response to a design brief by:**
 - 2.1 Selecting, with some support, a straightforward development idea
 - 2.2 Producing a simple plan for developing their design idea
 - 2.3 Selecting and using a design material, and a technique and/or technology creatively and imaginatively
 - 2.4 Developing and refining their design idea and resolving simple design problems
 - 2.5 Reflecting on the effectiveness of their design against the requirements of 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 a practical activity in which the learner will produce one piece of expressive art work and one piece of design work.

The practical activity will assess learners' skills in selecting, developing, producing and evaluating their work.

The practical activity 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 by SQA.

Assessment standard thresholds

If a candidate successfully meets the requirements of the specified number of assessment standards, they will be judged to have passed the unit overall, and no further re-assessment will be required.

The specific requirements for this unit are as follows:

- ◆ 7 out of 10 assessment standards must be achieved

It should be noted that there will still be the requirement for candidates to be given the opportunity to meet all assessment standards. The above threshold has been put in place to reduce the volume of re-assessment where that is required.

Setting the assessment

The practical activity will be set by centres within the following guidelines:

- ◆ All learners should be provided with a clear outline of the assessment, including when and how they will be assessed.
- ◆ The scope and nature of the practical activity will be agreed between the learner and the teacher/lecturer. The teacher/lecturer should offer the learner guidance on an appropriate choice of practical activity.
- ◆ The teacher/lecturer will provide overall guidelines for the practical activity, including questions/tasks/prompts which will lead learners through the assessment in clear stages. This should include advice which assists the learner to describe and explain the key features of their practical activity.
- ◆ The teacher/lecturer will also determine the nature and amount of support required and may offer learners guidance to help them to progress through the stages of the assignment.

Conducting the assessment

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

- ◆ The learner should complete the practical activity on an individual basis
- ◆ Open book conditions will be permitted, which will enable learners to refer to previously completed art and design work
- ◆ The learner will be allowed time for:
 - selecting suitable development ideas and planning how to develop these with the teacher/lecturer's guidance and support
 - preparing for and carrying out the practical activity
 - evaluating their completed work
- ◆ Teachers/lecturers can provide guidance and support throughout the practical activity. This could be, for example:
 - by helping the learner to select a suitable idea and to consider how this could be developed into a piece of artwork
 - by providing guidance to help the learner to select and use art materials, techniques and/or technology
 - by solving problems and working to timescales

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.

- ◆ Assessment evidence should include:
 - Product evidence of developing and refining one piece of expressive artwork and one design solution.
 - Evidence of the planning process. This may be written, oral and/or in pictorial format, such as a storyboard, sketchbook, annotated diagrams or notes.
 - Evaluation of their own work and practice, identifying at least one strength, and one area for improvement to their approach. This can be presented using any combination of written/visual/oral/multimedia formats.
- ◆ The tasks will be assessed by the teacher/lecturer on a pass/fail basis.

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 Art and Design Course

The following gives details of mandatory skills, knowledge and understanding for the National 4 Art and Design 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:

- ◆ producing observational drawings and related investigative studies for given expressive stimuli
- ◆ using visual elements expressively, showing understanding of the subject matter
- ◆ producing focused investigative studies and market research for a design activity
- ◆ skills in using art and design materials, techniques and/or technology creatively and expressively
- ◆ developing a variety of creative ideas for art and design work in 2D and/or 3D
- ◆ describing how artists' and designers' use materials, techniques and/or technology in their work
- ◆ describing the things that have influenced artists' and designers' work and practice
- ◆ using routine problem solving, planning and reflective skills within the creative process

Expressive and design work can be produced in 2D and/or 3D formats in any suitable context agreed by the learner and teacher/lecturer.

Administrative information

Published: September 2024 (version 2.1)

Superclass: JC

History of changes to National Unit Specification

| Version | Description of change | Authorised by | Date |
|---------|---|------------------------|----------------|
| 2.0 | Assessment standard 2.3 amended and changes to wording in the 'Further mandatory information on Course coverage' section: learners can use one design material and one technique and/or one technology, instead of two. | Qualifications Manager | May 2023 |
| 2.1 | Assessment standards threshold information added on page 4, detailing that 7 out of 10 assessment standards must be achieved. | Qualifications Manager | September 2024 |
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