

# Kurri Kurri High School

## Year 10 Visual Design Assessment Schedule 2024

Course: Visual Design

Head Teacher: H. Kidd

	Task 1	Task 2	Task 3
Due Date/ Date of Task	Term 1 Week 10	Term 2 Week 9	Term 3 Week 10
Topic	That's So Graphic	Shut Up and Take My Money	Entirely Attire
Name of Task	Graphic Design and Analyses and Interpretations	Product Design and Promotion	Wearable Design and Research Task
Brief Description	Students use the elements and principles of design to create a graphic design artwork which communicates meaning. They then use 2D materials and techniques to adorn a 3D object with their design. The Frames are used to analyse and interpret the work of graphic designers from different perspectives.	Students develop their knowledge of the elements and principles of design in relation to products, packaging and advertising. They use 3D materials and techniques to create a prototype of a designed object, then develop digital promotional materials using ICT. Additionally, students create a promotional advertisement of the designer/person/character who inspired their 3D form.	Students explore the possibilities of the body as a site for wearable designs. Appropriation is used to create wearable items that are culturally respectful. Students consider trends and conduct research investigating changes and developments in the style of specific wearables over time.
Components	Knowledge and understanding related to graphic design. Skills in 2D media	Knowledge and understanding related to object design. Skills in 3D and 4D media	Knowledge and understanding related to wearable items. Skills in working 3D media
Syllabus Outcomes Assessed	Making: 5.3, 5.5 Critical and historical studies: 5.9	Making: 5.1, 5.2, 5.6 Critical and historical studies: 5.7	Making: 5.1, 5.4 Critical and historical studies: 5.8, 5.10
Skills Assessed	Making: Make artistic choices applying 2D materials and techniques Critical and Historical Study: Applies the Frames to analyse how designers create works from various perspectives  Literacy: Subject Specific Terminology	Making: Apply 3D materials and techniques to create a sculptural form. Critical and Historical Study: Communicate ideas in a visual format using designers as source of inspiration to create forms.  Literacy: Cohesion	Making: Develop an understanding of 2D materials and techniques to appropriate wearable designs Critical and Historical Study: identify and explain the different types of visual design practice evidenced in movements, groups and the work of individuals  Literacy: Subject Specific Terminology
Weighting	Part A - Making: 20% Part B - Critical/Historical: 15%  Total: 35%	Part A - Making: 20% Part B - Critical/Historical: 10%  Total: 30%	Part A - Making: 20% Part B - Critical/Historical: 15%  Total: 35%