

Kurri Kurri High School

Year 9 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 10	Term 3 Week 8
Topic	A Picture Speaks 1000 Words	Celebrate Good Times	You've Got a Friend in Me
Name of Task	Illustrations Portfolio and Illustrator Case Study	Event Design Plan & Prototype and Visual Design Journal	Soft Toy and Visual Design Journal
Brief Description	Students use the elements and principles of design, and a variety of 2D materials and techniques, to develop a portfolio of illustrations. Illustrations will communicate visual narratives and include characters of students' own design. Students will also investigate the practice of famous illustrators and produce a case study which analyses and interprets the work of an illustrator.	Students explore the process of designing an event for a client. They produce a design brief, mood board, event plan, and bespoke product design for a specific event. Emphasis is placed on the importance of an integrated approach to style, branding, visuals and typography.	Students create a 3D soft toy and will receive a sketch from their "client" and work with them to develop a design brief. Students will utilise digital drawing tools to create a design/plan of the toy, then choose appropriate materials and construction techniques to create a finished product.
Components	Knowledge and understanding related to illustration. Skills in working with 2D media	Knowledge and understanding related to space and object design. Skills in working with 2D, 3D and 4D media.	Knowledge and understanding related to 2D digital design and object design using textiles. Skills in working with 2D, 3D and 4D media.
Syllabus Outcomes Assessed	Illustrations Portfolio <i>Making: 5.1, 5.3, 5.5</i> Illustrator Case Study <i>Critical and historical studies: 5.7, 5.9</i>	Event Design Plan and Prototype <i>Making: 5.1, 5.2, 5.4</i> Visual Design Journal (incl. mood board and design brief) <i>Critical and historical studies: 5.8, 5.10</i>	Soft Toy <i>Making: 5.1, 5.4, 5.6</i> Visual Design Journal (incl. design brief and planning) <i>Critical and historical studies: 5.8, 5.10</i>

Skills Assessed	<p>Making: make design choices, applying 2D media using a variety of techniques</p> <p>Critical and historical study: assess the nature and effect of the conceptual, symbolic, material and technological choices made by the visual designer.</p> <p>Literacy: subject-specific terminology and visualising</p> <p>Numeracy: scale and proportions</p>	<p>Making: develop knowledge of techniques and procedures when working with different mediums, make artworks that appropriate the style or theme of an event.</p> <p>Literacy: subject-specific terminology and making connections</p> <p>Numeracy: scale and proportion</p>	<p>Making: object and print design skills - including selection and application of appropriate textile materials.</p> <p>Critical and historical study: express personal experiences through clarity of ideas for an intended audience.</p> <p>Literacy: theme position, subject-specific terminology</p> <p>Numeracy: scale and proportion, units of measurement, comparison</p>
Weighting	<p>Making: 20%</p> <p>Critical & Historical: 20%</p> <p>Total: 40%</p>	<p>Making: 20%</p> <p>Critical & Historical: 10%</p> <p>Total: 30%</p>	<p>Making: 20%</p> <p>Critical & Historical: 10%</p> <p>Total: 30%</p>