



NCFE Level 1/2 Technical Award in Art and Design (603/2964/6)

Internal Synoptic Project

December 2019

Centre instructions

- To be given to learners on or after **16 December 2019**.
- This internal synoptic project is intended for those learners who will be claiming their certificates in **Summer 2020 only**.

Learner instructions

- Read the project brief carefully before you start the work.
- You **must** clearly identify all of the work you produce during the supervised time.
- You **must** hand in all of your work to the supervisor at the end of each session.

Learner information

- This internal synoptic project will assess your knowledge and understanding from across the qualification.
- The completion time for this internal synoptic project is **21 hours**.
- All of the work you submit **must** be your own.

Please complete the details below clearly and in BLOCK CAPITALS.

Learner name _____

Centre name _____

Learner number

Centre number

Project Brief

A local charity are planning to build a new museum dedicated to sustainable technology.

The charity has insisted that the new building be very modern in appearance and house a wide range of art and design work from local artists and designers.

They have appointed a team to commission a range of work based on the theme 'The Natural World'. The work should be a celebration of the benefits of protecting the environment and should fit comfortably with the **modernist** style of the building.

The artist and designers have been asked to submit **art and design proposals** for the theme of 'The Natural World', for a minimum of **two** pieces of art and design work that cover a minimum of **two** different disciplines.

Using the brief provided, you are required to:

- interpret the requirements
- carry out research into the theme, finding examples of a range of work by artists and designers associated with the modernist art movement that you feel have connections with the theme
- analyse your research in relation to the effectiveness of the artist or designer's use of visual language. Analyse how your research represents the theme.

Using your interpretation of the brief and research you have carried out, you must:

- carry out the stages required to create **your art and design proposals** for a minimum of **two** pieces of art or design work, covering **two** disciplines.

Create a response to realise your creative intentions for a minimum of **two** pieces of artwork in **two** disciplines that meet the requirements of the Project Brief and respond to the theme.

You are required to demonstrate your technical skills and abilities through the use and application of:

- visual language
- materials
- media
- techniques
- equipment.

Once you have completed your project, you must evaluate your own performance as part of your personal development. Using your completed learner log, carry out an evaluation of the project and your performance.

You should make reference to the learner log where appropriate.

Learner log and project evaluation

As you work through the project, you are **required** to keep a learner log to record your approach. You should include:

- how you prepared
- what resources you used
- how you managed your time.

You **must** use your completed learner log to carry out an evaluation of the project.

Evidence

You are required to submit the following for assessment:

- your art and design proposals
- your final pieces of artwork
- your learner log
- your evaluation.

Types of evidence

Below is a list of suggested types of evidence that you could include:

- written/word-processed documents
- presentations
- diagrams
- annotated evidence
- video/audio evidence
- witness statements (as supporting evidence)
- learner observation records (as supporting evidence)
- research material
- photographs
- art work.

During the project, you will need to refer to the 'Project Brief' to obtain information.

Please turn over for the assessment objectives and grading descriptors.

Past Paper

Assessment objectives

The internal synoptic project is a formal assessment that will contribute 60% towards your overall qualification grade and therefore it is important that you produce work to the highest standard that you can.

You will be assessed on your ability to independently select, apply and bring together the appropriate knowledge, understanding, skills and techniques you have learnt throughout your course of study, in response to a brief set in a real-world situation.

The internal synoptic project will be assessed holistically against five integrated assessment objectives. These assessment objectives and their weightings are shown below.

Assessment Objective	% weighting
AO1 – Recall knowledge and show understanding The emphasis here is for learners to recall and communicate the fundamental elements of knowledge and understanding.	10%
AO2 – Apply knowledge and understanding The emphasis here is for learners to apply their knowledge and understanding to real-world contexts and novel situations, including finding creative solutions.	25%
AO3 – Analyse and evaluate knowledge and understanding The emphasis here is for learners to develop analytical thinking skills to make reasoned judgements and reach conclusions.	15%
AO4 – Demonstrate and apply technical skills and processes The emphasis here is for learners to demonstrate the essential technical skills relevant to the vocational sector, by applying the appropriate processes, tools and techniques.	40%
AO5 – Manage and evaluate the project The emphasis here is for learners to develop the necessary skills of forethought, time management, self-reliance and self-reflection.	10%

Grading descriptors

The assessment for each AO is broken down into bands, with each band having an associated descriptor indicating performance at that band.

Assessors must make a judgement using all of the evidence you produce to determine the assessment decisions for the internal synoptic project.

The internal synoptic project requires effective use of integrated knowledge, understanding and skills from across the full breadth of the qualification content.

AO1 Recall knowledge and show understanding	
Band	Descriptors
3	Learners recall and communicate a wide range of comprehensive art and design knowledge and understanding. Subject-specific terminology is used accurately and consistently throughout the project.
2	Learners recall and communicate a range of art and design knowledge and understanding. Subject-specific terminology is used accurately on occasion .
1	Learners recall and communicate basic art and design knowledge and understanding. Subject-specific terminology is basic and inconsistent .
NYA	No rewardable material.

AO2 Apply knowledge and understanding	
Band	Descriptors
3	Learners accurately apply art and design knowledge and understanding, which is relevant to the context and situation.
2	Learners' application of art and design knowledge and understanding is mostly accurate and has some relevance to the context and situation.
1	Learners' application of art and design knowledge and understanding is of limited accuracy and relevance to the context and situation.
NYA	No rewardable material.

AO3 Analyse and evaluate knowledge and understanding	
Band	Descriptors
3	Learners critically analyse and evaluate art and design information, systematically judging and reaching reasoned and valid conclusions.
2	Learners appropriately analyse and evaluate art and design information, judging and reaching suitable conclusions.
1	Learners respond simply to art and design information and provide comments .
NYA	No rewardable material.

The assessment objectives continue on the next page. Please turn over.

Past Paper

AO4 Demonstrate and apply technical skills and processes	
Band	Descriptors
3	Learners demonstrate and apply relevant art and design technical skills effectively , by applying and using appropriate processes, tools and techniques. Learners demonstrate and apply technical skills to develop a complete and effective solution/outcome.
2	Learners demonstrate and apply mostly relevant art and design technical skills by applying and using mostly appropriate processes, tools and techniques. Learners demonstrate and apply technical skills to develop a mostly complete and working solution/outcome.
1	Learners demonstrate and apply basic art and design technical skills by applying and using processes, tools and techniques in a limited way . Learners demonstrate and apply technical skills to develop a partially complete solution/outcome.
NYA	No rewardable material.

AO5 Manage and evaluate the project	
Band	Descriptors
3	Learners manage the project, including preparation and planning of a wide range of project stages, time frames and resources. Learners evaluate a range of their approaches, skills and accomplishments.
2	Learners manage the project, including preparation and planning of a range of project stages, time frames and resources. Learners evaluate some of their approaches, skills and accomplishments.
1	Learners manage the project, including preparation and planning of a limited range of project stages, time frames and resources. Learners provide comments on some of their approaches, skills and accomplishments.
NYA	No rewardable material.

This is the end of the internal synoptic project.

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