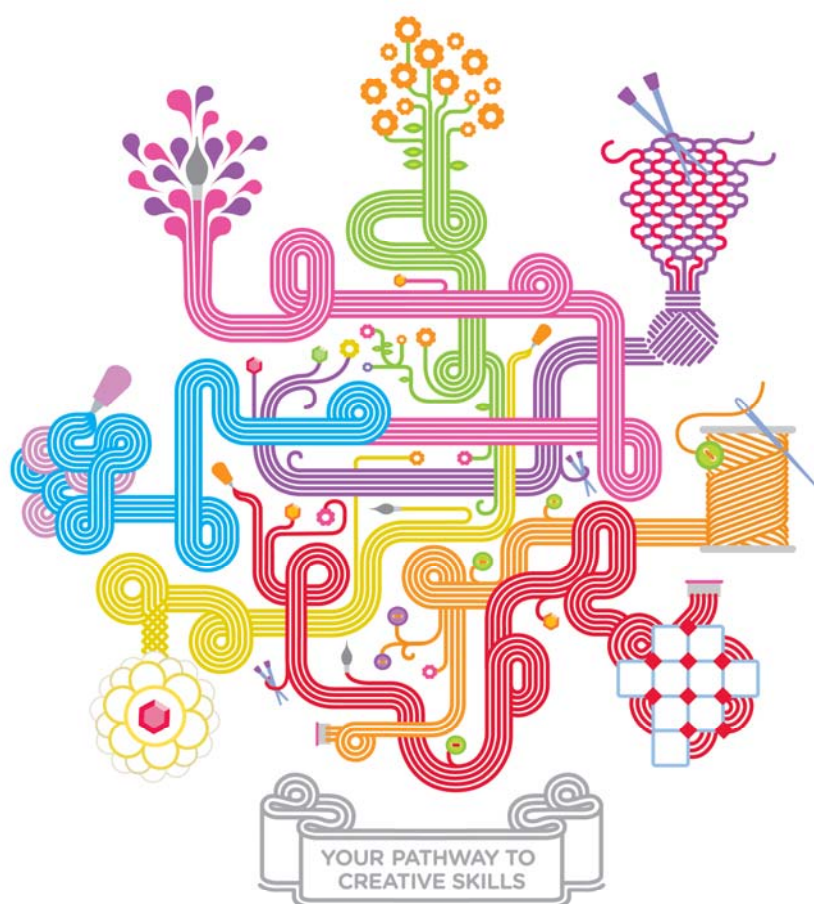


Level 3 Certificate in Creative Techniques (7113)

Learner Handbook



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Level 3 Certificate in Creative Techniques (7113)

Learner Handbook



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March 2011
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1 Level 3 Certificate in Creative Techniques

1.1 Marking sheets

Please use this section to store the marking sheets for your Level 3 Certificate in Creative Techniques. There should be four sheets in total:

- 7113-001: Design
- 7113-002: Sampling – Design Ideas
- Optional unit 1
- Optional unit 2

Marking Criteria

City & Guilds Creative Techniques



Learner name

Unit title Mandatory

Unit number

Date of completion

Instructions for use: Assessor to tick (✓) box applicable to a relevant grading statement..

	Fail	Pass	Merit	Distinction
Understanding of unit requirements	No	Guidance required	Good	Minimal assistance
Assistance required	Lacks ability to work unassisted	Substantial help required	Little help required	No help required
Sufficient body of work	Insufficient	Satisfactory	Good	Excellent
Ability to develop ideas in innovative ways	Insufficient	Satisfactory	Good	Excellent
Progression in own work	Insufficient	Satisfactory	Good	Excellent
Presentation style relevant to unit	Unsatisfactory	Satisfactory	Good	Excellent
Standard of presentation	Unsatisfactory	Satisfactory	Good	Excellent
Final outcome of unit	Unsatisfactory	Satisfactory	Good	Excellent
Total number of ticks (✓)				
Result (please circle)	F	P	M	D

Comments

Tutor/assessor sign off

Date

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7113 – 001 Research for Design

City & Guilds ref no:	7113 – 001	
Title:	Research for Design	
Level:	3	
Credit value:	6	
Unit aim:	In this unit the learner will produce a body of work showing innovative design concepts and explorations, focusing on a selected theme and the principles of design	
Learning outcomes	<ol style="list-style-type: none"> 1 Use a source of inspiration to develop design ideas and concepts 2 Research and use contextual influences to inform design ideas and concepts 3 Explore traditional and innovative ideas with a range of materials, mediums, techniques to inform 4 Work safely and effectively 5 Produce refined and resolved design ideas and concepts 6 Use presentation skills to display a body of work 	
Learning outcome 1	Assessment criteria	
The learner can:	The learner will:	
1 Use a source of inspiration to develop design ideas and concepts	<ol style="list-style-type: none"> 1.1 Select a theme as a source of inspiration 1.2 Investigate and visually record the theme 1.3 Select and describe an in depth focus within the theme 1.4 Investigate and visually record the in depth focus 1.5 Use the in depth focus to develop preliminary design ideas and concepts 	
Learning outcome 2	Assessment criteria	
The learner can:	The learner will:	
2 Research and use contextual influences to inform design ideas and concepts	<ol style="list-style-type: none"> 2.1 Research contextual influences relating to the in-depth focus using primary and secondary sources – <ul style="list-style-type: none"> • Contemporary • Historical • Cultural 2.2 Investigate the work of appropriate designer makers, craftsmen, artists ... 2.3 Record related museum collections, exhibitions, websites ... 2.4 Use the contextual influences and research of the in-depth focus, to inform preliminary design ideas and concepts 	
Learning outcome 3	Assessment criteria	

The learner can:	The learner will:
3 Explore traditional and innovative ideas with a range of materials, mediums, techniques to inform	3.1 Use materials and mediums, traditionally and innovatively – wet and dry mediums, colouring agents, collage materials, fabrics, found objects, paper, card... 3.2 Use techniques, traditionally and innovatively – drawings, colour studies, samples, digital imagery, collage, montage, low relief, maquettes, structures ... 3.3 Identify the potential of materials, mediums and techniques
Learning outcome 4	Assessment criteria
The learner can:	The learner will:
4 Work safely and effectively	4.1 Use tools and equipment carefully, safely and effectively 4.2 Use materials, techniques and processes carefully, safely and effectively 4.3 Describe related Health and Safety factors and current legislation
Learning outcome 5	Assessment criteria
The learner can:	The learner will:
5 Produce refined and resolved design ideas and concepts	5.1 Analyse the exploratory work undertaken in outcomes 1 – 3 5.2 Review and refine design ideas and concepts 5.2 Produce resolved design ideas and concepts 5.3 Evaluate their potential and application to other design ideas, concepts, craft techniques...
Learning outcome 6	Assessment criteria
The learner can:	The learner will:
6 Use presentation skills to display a body of work	6.1 List and describe a range of presentation styles and methods suitable for use with the body of work 6.2 Select and use a method to present the body of work 6.3 Evaluate the presentation method and describe – <ul style="list-style-type: none"> • Strengths • Areas for improvement 6.4 The ideas, experiments, samples and explorations developed throughout this unit will form a body of work which will be presented and stored in an appropriate format 6.5 A bibliography of publications, websites, galleries/museums visited etc must be included in the body of work

	6.6 All work produced for this unit will be collated and stored in a folder of work
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Unit guidance:	
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- | | |
|--|--|
| <ul style="list-style-type: none">• This unit will be assessed using evidence from the practical activities and exercises in the assessment criteria | |
|--|--|

Marking Criteria

City & Guilds Creative Techniques



Learner name

Unit title Mandatory

Unit number

Date of completion

Instructions for use: Assessor to tick (✓) box applicable to a relevant grading statement..

	Fail	Pass	Merit	Distinction
Understanding of unit requirements	No	Guidance required	Good	Minimal assistance
Assistance required	Lacks ability to work unassisted	Substantial help required	Little help required	No help required
Sufficient body of work	Insufficient	Satisfactory	Good	Excellent
Ability to develop ideas in innovative ways	Insufficient	Satisfactory	Good	Excellent
Progression in own work	Insufficient	Satisfactory	Good	Excellent
Presentation style relevant to unit	Unsatisfactory	Satisfactory	Good	Excellent
Standard of presentation	Unsatisfactory	Satisfactory	Good	Excellent
Final outcome of unit	Unsatisfactory	Satisfactory	Good	Excellent
Total number of ticks (✓)				
Result (please circle)	F	P	M	D

Comments

Tutor/assessor sign off

Date

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7113 – 002 Sampling – Develop, Refine and Innovate Ideas

City & Guilds ref no:	7113 – 002	
Title:	Sampling – Develop, Refine and Innovate Ideas	
Level:	3	
Credit value:	6	
Unit aim:	In this unit the learner will produce a reference portfolio of samples showing an understanding of the potential and limitations of craft materials	
Learning outcomes	<ol style="list-style-type: none"> 1 Research contextual influences relating to the use of craft materials 2 Use standard and non standard tools and equipment to experiment with ideas, materials and techniques 3 Use advanced and innovative design ideas to experiment with advanced materials and techniques 4 Adjust and refine ideas and practice as experimentation continues, log the process development, results of trials and experiments 5 Work safely and effectively 6 Use presentation skills to display the samples and evaluate the results of the presentation method chosen 	
Learning outcome 1	Assessment criteria	
The learner can:	The learner will:	
1 Research contextual influences relating to the use of craft materials	<ol style="list-style-type: none"> 1.1 Document current trends in the use of three craft materials 1.2 Record research from books/museums/exhibitions/websites ... 	
Learning outcome 2	Assessment criteria	
The learner can:	The learner will:	
2 Use standard and non standard tools and equipment to experiment with ideas, materials and techniques	<ol style="list-style-type: none"> 2.1 Explore the use of a range of standard tools and equipment 2.2 Explore the use of non standard tools and equipment 2.3 Log the results achieved by the use of standard and non standard tools and equipment 	
Learning outcome 3	Assessment criteria	
The learner can:	The learner will:	
3 Use advanced and innovative design ideas to experiment with materials and techniques	<ol style="list-style-type: none"> 3.1 Select, obtain and prepare materials 3.2 Produce a range of samples using advanced and innovative techniques and processes 3.3 List and describe the characteristics of 	

	materials, advanced techniques and processes sampled
Learning outcome 4	Assessment criteria
The learner can:	The learner will:
4 Adjust and refine ideas and practice as experimentation continues, log the process development, results of trials and experiments	4.1 Log the original intent and the process development which was carried out 4.2 Record the result of trials 4.3 Exploit further a newly found process or finish 4.4 Evaluate and describe the development of ideas <ul style="list-style-type: none"> • Strengths • Areas for improvement • Problems encountered and solved
Learning outcome 5	Assessment criteria
The learner can:	The learner will:
5 Work safely and effectively	5.1 Handle materials for advanced techniques correctly 5.2 Use tools, equipment, materials and advanced techniques safely 5.3 List related Health and Safety factors and current legislation 5.4 Describe the processes and safe handling of materials
Learning outcome 6	Assessment criteria
The learner can:	The learner will:
6 Use presentation skills to display the samples and evaluate the results of the presentation method chosen	6.1 List and describe a range of presentation styles and methods suitable for use in creating the reference portfolio 6.2 Select and use a method to create the reference portfolio and enhance the sample collection 6.3 Label the samples 6.3 Evaluate the presentation method and describe – <ul style="list-style-type: none"> • Strengths • Areas for improvement 6.4 All support work produced for this unit will be collated and stored in an appropriate format
Unit guidance:	
<ul style="list-style-type: none"> • A variety of advanced craft materials – resistant and pliable, malleable, natural and man made, will be used for experiments - paper, card, acrylic sheet, fibre, fabric, plastic, wood, wire, metal, metal shim, gesso, clay • This unit links design ideas into the craft and its materials. Samples must show the use of colour, line, texture, shape and form in a variety of ways, focusing on the materials of the chosen craft as well as a broader approach to where ideas can be transferred across a range of crafts 	

Marking Criteria

City & Guilds Creative Techniques



Learner name

Unit title

Unit number Craft pathway

Date of completion

Instructions for use: Assessor to tick (✓) box applicable to a relevant grading statement..

	Fail	Pass	Merit	Distinction
Understanding of unit requirements	No	Guidance required	Good	Minimal assistance
Assistance required	Lacks ability to work unassisted	Substantial help required	Little help required	No help required
Sufficient body of work	Insufficient	Satisfactory	Good	Excellent
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Progression in own work	Insufficient	Satisfactory	Good	Excellent
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Standard of presentation	Unsatisfactory	Satisfactory	Good	Excellent
Final outcome of unit	Unsatisfactory	Satisfactory	Good	Excellent
Total number of ticks (✓)				
Result (please circle)	F	P	M	D

Comments

Tutor/assessor sign off

Date

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Marking Criteria

City & Guilds Creative Techniques



Learner name

Unit title

Unit number Craft pathway

Date of completion

Instructions for use: Assessor to tick (✓) box applicable to a relevant grading statement..

	Fail	Pass	Merit	Distinction
Understanding of unit requirements	No	Guidance required	Good	Minimal assistance
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Final outcome of unit	Unsatisfactory	Satisfactory	Good	Excellent
Total number of ticks (✓)				
Result (please circle)	F	P	M	D
Comments				

Tutor/assessor sign off

Date

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7113 Certificate Learner Record Sheet – Marking and Grading



Level:	Qualification Title:	Learner Name:
Year:	Tutor/Assessor Name:	IV Name:

MANDATORY UNITS	UNIT 001 – Design	UNIT 002 – Sampling	
Grade			
Points			TOTAL POINTS

*** CRAFT PATHWAY UNITS – Tutor/Assessor to enter Unit No's	UNIT ***	UNIT ***	OVERALL GRADE RESULT
Grade			
Points			TOTAL POINTS

Useful contacts

Type	Contact	Query
UK learners	T: +44 (0) 844 543 0000 E: learnersupport@cityandguilds.com	<ul style="list-style-type: none"> • General qualification information
International learners	T: +44 (0)20 7294 2885 F: +44 (0)20 7294 2413 E: intcg@cityandguilds.com	<ul style="list-style-type: none"> • General qualification information
Centres	T: +44 (0) 844 543 0033 F: +44 (0)20 7294 2413 E: centresupport@cityandguilds.com	<ul style="list-style-type: none"> • Exam entries • Registrations/enrolment • Certificates • Invoices • Missing or late exam materials • Nominal roll reports • Results
Single subject qualifications	T: +44 (0)20 7294 8080 F: +44 (0)20 7294 2413 F: +44 (0)20 7294 2404 (BB forms) E: singlesubjects@cityandguilds.com	<ul style="list-style-type: none"> • Exam entries • Results • Certification • Missing or late exam materials • Incorrect exam papers • Forms request (BB, results entry) • Exam date and time change
International awards	T: +44 (0)20 7294 2885 F: +44 (0)20 7294 2413 E: intops@cityandguilds.com	<ul style="list-style-type: none"> • Results • Entries • Enrolments • Invoices • Missing or late exam materials • Nominal roll reports
Walled Garden	T: +44 (0)20 7294 2840 F: +44 (0)20 7294 2405 E: walledgarden@cityandguilds.com	<ul style="list-style-type: none"> • Re-issue of password or username • Technical problems • Entries • Results • GOLA • Navigation • User/menu option problems
Employer	T: +44 (0)121 503 8993 E: business_unit@cityandguilds.com	<ul style="list-style-type: none"> • Employer solutions • Mapping • Accreditation • Development Skills • Consultancy
Publications	T: +44 (0)20 7294 2850 F: +44 (0)20 7294 3387	<ul style="list-style-type: none"> • Logbooks • Centre documents • Forms • Free literature

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