

Level 3 Certificate in Design and Craft

7716-87 Visual Techniques (Calligraphy) Qualification handbook



Candidate name

City & Guilds registration number

Centre name

Centre number

Date candidate enrolled with centre for this qualification

Date candidate registered with City & Guilds for this qualification

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City & Guilds

1 Giltspur Street

London EC1A 9DD

T +44 (0)20 7294 2800

F +44 (0)20 7294 2400

www.cityandguilds.com

enquiry@cityandguilds.com

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Contents

Introduction: City & Guilds Level 3 Certificate in Design and Craft	5
Unit 1 Design for craft	6
Unit 2 Calligraphy	11

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Introduction: City & Guilds Level 3 Certificate in Design and Craft

Welcome to the Design and Craft suite of qualifications.

This handbook is designed to provide you with the information you require for this course.

You will find a copy of the syllabus you are undertaking, presented as two units.

Unit 1 – Design for craft is a common unit for all qualifications at this level. It provides the means to develop a design reference for craft, through a series of outcomes demonstrated by a body of practical work.

Unit 2 – Craft is a specific craft unit for the subject you have chosen to study. The syllabus gives details of what you have to produce as evidence that you have achieved the outcomes listed. You will explore the craft at some depth, gain skills in the practice of the craft and a thorough knowledge of materials, techniques and processes applicable to this level of work.

At the end of each unit, there is an assessment record sheet to be completed by your tutor/assessor, in discussion with you, as you achieve each of the outcomes.

In addition to this, your tutor/assessor will keep other records of your progress which you can see, as required.

Your tutor/assessor is the person who makes ongoing decisions about your achievement.

Each City & Guilds centre is also required to have an Internal Verifier who checks a sample of the work of each candidate to ensure that it has been correctly assessed and that records show a clear route to progression.

A City & Guilds External Verifier is allocated to your centre to monitor that all these activities are carried out in accordance with the regulations, laid down nationally, for these qualifications.

As a student of your centre and a candidate of City & Guilds, you too have responsibilities. They include regular and timely attendance, following the syllabus guidelines and presenting your work, as required, for assessment, internal and external verification.

The Design and Craft suite of qualifications is a series through which a candidate can progress as a craftsman or take the level best suited to their skills and requirements.

All skills and supporting knowledge gained, at this level, can be used in their own right or can form a foundation for the next level of qualification.

Unit 1 Design for craft

Key words

Candidates will prepare a portfolio of design work based on each of the following design elements. Each body of work will consist of exploratory studies and one resolved piece.

Candidates are advised to use the **keyword** in the boxes below as a focus. Some suggestions for exploration are given but these are not intended to be exclusive or prescriptive.

Throughout this work, candidates will use the design principles – balance, rhythm, contrast and dominance, harmony, scale and proportion.

Colour

- develop colour mixing techniques
- explore the properties of colour – hot, cold,...
- investigate colour association and colour symbolism, the cultural use of colour, use of colour in the work of an artist, craftsman or historical period
- experiment with effects of colour application – transparency, translucency, opacity, washes, impasto
- match colours and produce colour schemes.

Texture

- consider texture in the context of the natural and manmade environments
- use a range of methods and techniques to create surface texture – visual and actual.

Line

- develop mark-making exercises exploring the quality of line – thick, thin, broken... and the varieties of line – straight, curved, angular...
- develop lines into linear patterns – spirals, contours, stripes...

Shape

- explore shape – positive and negative, repeated pattern, interlocking and overlapping, random and organised, geometric, symmetrical and asymmetrical.

Form

explore hard edged, soft edged, solid, hollow, pierced, low relief and 3D structures using a variety of methods – assemblages of paper, card constructions, collage, montage, paper manipulation...

Candidate name _____

Assessment record year _____

Qualification _____

Qualification number _____

Outcome 1 Research and select sources of inspiration and develop design ideas		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Explore how design ideas can be developed from a source or starting point.		
	2 Explore and understand the use of primary sources – direct observation of the actual object(s).		
	3 Explore and understand the uses of secondary sources – books, photograph, websites...		
Underpinning Knowledge	1 List a range of primary design sources.		
	2 List a range of secondary design sources.		
Outcome 2 Research and use contextual studies – contemporary, historical and cultural		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Investigate contemporary, historical and cultural influences.		
	2 Investigate the work of designer makers, craftsmen, and artists, as appropriate.		
Underpinning Knowledge	1 List major designer makers, craftsman and artists, as appropriate.		
	2 List museum collections, exhibitions and websites, as appropriate.		
	3 Record research at museums, exhibitions and websites.		

Outcome 3 Use a range of materials, mediums and techniques		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use a range of materials – drawing mediums, colouring agents, collage materials, fabrics, found objects, paper, card.		
	2 Use a range of techniques – drawings, colour studies, samples, computer generated images, collage, montage, low relief, 3D structures.		
Underpinning Knowledge	1 List a range of materials, mediums and techniques.		
	2 List the characteristics of a variety of materials, mediums and techniques.		
	3 List Health & Safety considerations for a range of materials, mediums and techniques used in design exercises.		
Outcome 4 Use a range of styles and sizes of presentation methods		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use a range of presentation methods – sketchbooks, mounted and un-mounted work, 3D, computer generated presentation...		
Underpinning Knowledge	1 List a range of presentation methods.		
Outcome 5 Produce and present exploratory and finished design projects		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Handle materials correctly during the designing process.		
	2 Produce exploratory design projects.		
	3 Produce finished design projects.		
Underpinning Knowledge	1 Produce a brief order of work and a cost sheet for finished design projects.		
	2 State the essential features of an evaluation of the design work.		
	3 Evaluate the design projects.		
	4 List Health & Safety factors applicable to the design process.		
Outcome 6 Operate tools and equipment safely and effectively		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use tools carefully, safely and effectively.		
	2 Use equipment safely, carefully and effectively.		
Underpinning Knowledge	1 List a range of tools and describe their use and care.		
	2 List a range of equipment and describe its use and care.		

Outcome 7 Appreciate the application of general design development studies to the craft		Evidence	Tutor/Assessor sign and date
Practical Activities	1	Recognise the use of a range of design skills for a variety of crafts	
	2	Recognise the application of a range of design skills for a variety of crafts.	
Underpinning Knowledge	1	List a range of examples of design for craft.	
	2	Describe how to develop a working design for a specific craft.	

Unit 2 Calligraphy

Overview

Unit rationale

Note: All items presented for assessment must be original work, designed and produced by the candidate and involve no commercially produced pattern, template or maquette.

Aims

The aim of this unit is to provide the opportunity for candidates to explore, at some depth, a specific craft in which they will use inspirational source material to design items. They will develop innovative ideas or practice traditional techniques and acquire complex practical skills, supported by a thorough knowledge of range of materials, processes and techniques involved.

Workbooks will record supporting knowledge – visual and written notes, diagrams and technical specifications on the development of design briefs, sources of inspiration, materials, and processes and techniques.

The unit utilises the principles of Unit 1 throughout the outcomes – planning, preparing, making, completing and presenting the items.

Candidates will evaluate the completed work, processes and techniques used, to inform future work.

Outcomes

There are **six** outcomes for this unit. The candidate will be able to:

- 1 apply innovative and complex design ideas to planning and making for the craft
- 2 plan, prepare and manage the making of complex craft items to a design brief
- 3 operate tools and equipment carefully, safely and effectively for complex techniques applicable to this craft
- 4 make complex craft items to a high standard of craftsmanship, to a design brief
- 5 appreciate the contextual influences relating to the craft at this level
- 6 use effective presentation skills to display completed items.

Assessment

The six outcomes for this unit will be assessed using evidence from practical activities, which take the form of:

- practical exercises, using a range of materials, designed to assess the skills of the candidate in making six craft items and producing a written illustrated study exploring the contextual aspects of this craft
- a workbook, that will demonstrate underpinning knowledge in support of the practical exercises, which may include samples, sketches, notes, ideas etc.

Practical exercises

- **Script analysis:-** From a sample of an historical manuscript, analyse the major characteristics of the script, including the page layout. Produce a piece of work presenting the script in the most appropriate manner, using suitable decorative elements.
- **A large scale panel:-** From one script, investigate its possibilities in terms of variation. Produce a large scale panel using the script and/or appropriate variations of the script.
- **Text Interpretation:-** Use a script or variation, and media to best express the meaning and content of a chosen text, demonstrating the ability to respond sensitively and imaginatively to its perceived meaning. Appropriate design elements should be chosen, such as colour, background techniques, etc. The pieces should be displayed in a manner most suitable to its content.
- **Gilding:-** Experiment with the laying of gold and other metal leaf. Produce an illuminated letter, medieval miniature or similar, either alone or related to calligraphy. Samples should show evidence of a contemporary style of gilding.
- **A manuscript book:-** Select suitable text and construct a book appropriate to its content. There should be a high proportion of consistent writing – approximately 6 A4 pages. Decide on script, form, margins, balance, appropriate illustration, construction, etc and ensure there is a suitable closure, box, sleeve or wrapping.
- **Commercial application:-** Produce artwork suitable for a wedding, business stationery, book jacket, certificate design or similar commercial use. The artwork should be ready for reproduction, and information on process and costs should also be submitted.
- **An illustrated study:-** An illustrated study on the evolution of western calligraphy from the Roman period to contemporary developments.

Assessment project 2 – the large scale panel could be based upon a common theme. The intention is that the panel should form a coherent, balanced whole, but contain within it sections of text of varying weight and form, etc.

Each artefact should be presented with all the supporting evidence in a folder.

Artefacts must be of an advanced style and presentation; be clean, free of blemishes, construction lines, fingerprints and damaged or corrected surfaces. Artefacts should be varied in size and style, presented in a manner suitable for exhibition or commission.

They should provide evidence of innovative and imaginative use of a wide range of materials, where appropriate.

Unit 2 Calligraphy

The course

During the course you will:

- develop a design brief, make an action plan and set a completion date
- sample the techniques, colours and materials to be used
- select and assess texts which are appropriate for the items to be made
- analyse script characteristics from a sample of historical manuscripts: pen angle, weight, form, order, number and direction of strokes, slope, speed, etc.
- use thumbnail sketches, cut and paste techniques etc, to demonstrate progression from the original brief to the finished item for each of the items to be made
- produce variations on a selected script
- use calligraphic letterform sensitively, imaginatively and appropriately
- sample a range of gilding mediums and metal leaf
- sample a range of bookbinding techniques
- prepare artwork for reproduction
- make notes on:
 - script analysis and characteristics
 - added decorative elements
 - sample background techniques
 - using colour
 - gilding techniques
 - bookbinding techniques and materials
 - layout and design in books
 - commercial application of calligraphy and lettering.

Level 3 Certificate in Design and Craft

Unit 2

Calligraphy



Candidate name

Assessment record year

Qualification

Qualification number

Outcome 1 Apply innovative and complex design ideas to planning and making for the craft		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use experimental ideas, as explored in Unit 1, with the materials of the craft.		
Underpinning Knowledge	1 List Health & Safety factors caused by the use of materials and mediums applicable to the craft.		
	2 List Health & Safety factors caused by use of innovative techniques.		
Outcome 2 Plan, prepare and manage the making of complex craft items to a design brief		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Develop a design brief and statement of intent for the production of a complex item.		
	2 Produce a series of design roughs to show ideas.		
	3 Choose the item to be made from design roughs.		
	4 Prepare full designs for the item to be made (sketches, diagrams, patterns, templates or maquettes).		
	5 Cost the item to be made.		
	6 Estimate the time required to make the craft item and set a completion date.		
	7 Select and obtain materials for the items to be made.		
	8 Prepare materials for use.		
	9 Identify the correct method to store work in progress, carefully and safely.		

	10 Carry out a range of complex techniques and processes.		
Underpinning Knowledge	1 State the essential features of a design brief and statement of intent at this level.		
	2 List the characteristics of a range of complex materials available for the items to be made.		
	3 List the methods used to create the design.		
	4 Record the range of experiments, and samples, complex techniques and processes.		
	5 Record the management of planning and preparation: <ul style="list-style-type: none"> • order of work • cost sheet. 		
Outcome 3 Operate tools and equipment carefully, safely and effectively for complex techniques applicable to this craft		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use tools carefully, safely and effectively for complex techniques.		
	2 Use equipment carefully, safely and effectively for complex techniques.		
Underpinning Knowledge	1 List a range of tools used for complex techniques and describe their use and care.		
	2 List a range of equipment used for complex techniques and describe their use and care.		
Outcome 4 Make complex craft items to a high standard of craftsmanship, to a design brief		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Adjust and adapt items during the making process.		
	2 Handle complex materials correctly during the making process.		
	3 Observe Health & Safety requirements for complex materials, techniques and processes.		
	4 Make a range of craft items, to a high standard of craftsmanship, using appropriate techniques.		
	5 Finish and present complex items correctly to meet the design brief.		

Underpinning Knowledge	1	Record the time taken to make the item.		
	2	List reasons for adjustments and adaptations made to the item during the making process.		
	3	List Health & Safety factors and current legislation, applicable to making the item.		
	4	State the care/storage requirements for the items made.		
	5	Evaluate the completed item <ul style="list-style-type: none"> • design strengths/weaknesses • materials used • problems encountered • possible solutions. 		
Outcome 5 Appreciate the contextual influences relating to the craft at this level			Evidence	Tutor/Assessor sign and date
Practical Activities	1	Investigate information on current trends in the craft.		
	2	Investigate the work of contemporary designer makers in this craft.		
	3	Investigate information on the historical contexts of the craft.		
	4	Investigate information on the cultural context of the craft.		
Underpinning Knowledge	1	List major designer makers influencing current trends in the craft.		
	2	List major historical periods influencing the craft.		
	3	List major cultural influences on the craft.		
	4	List major museum collections, exhibitions and/or websites related to the craft.		
	5	Record research at museums, exhibitions and websites, related to the craft at this level.		
Outcome 6 Use effective presentation skills to display completed items			Evidence	Tutor/Assessor sign and date
Practical Activities	1	Investigate methods of presentation applicable to the craft.		
	2	Try a variety of ideas to obtain a suitable presentation method for the items.		

	3	Select and use an appropriate method of presentation to display the items.		
Underpinning Knowledge	1	List methods of presentation applicable to the craft.		

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Published by City & Guilds
1 Giltspur Street
London
EC1A 9DD
T +44 (0)20 7294 2468
F +44 (0)20 7294 2400
www.cityandguilds.com

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in England and Wales (company
number 16513878)