

Stage 1 VISUAL ARTS



ASSESSMENT TYPE 1 FOLIO

For a 10-credit subject, students produce **one** folio that documents their visual learning, in support of their **one or two** works of art or design.

For a 20-credit subject, students produce **one** folio that documents their visual learning, in support of their **two or three** works of art or design.

The folio is a work in progress that should be:

- useable and manageable
- portable (paper or digital file)
- set up to allow for continual modification, addition, and review.

The folio should include evidence of visual learning, such as:

- starting points for visual thinking
- the application of creative thinking and/or problem-solving skills
- sources of inspiration and influence
- the analysis of works of art or design
- the development of alternative ideas or concepts
- the evaluation and review of ideas and progress
- annotated comments to clarify thinking
- explorations with genre, media, materials, and technology
- the practice and application of skills
- the refinement of ideas leading up to decisions about the final resolved product.

The folio should include visual, practical, written, and/or oral forms of evidence. Written evidence may include, for example, notes, annotations, analytical reports, and/or a structured essay.

For a 10-credit subject, as a guide, there should be a total of fifteen A3 sheets (or equivalent) of visual and written and/or oral evidence to support resolved practical work.

For a 20-credit subject, as a guide, there should be a total of thirty A3 sheets (or equivalent) of visual and written and/or oral evidence to support resolved practical work.

For this assessment type, students provide evidence of their learning in relation to the following assessment design criteria:

- practical application
- knowledge and understanding
- analysis and response.



ASSESSMENT TYPE 3 VISUAL STUDY

For a 10-credit subject, students produce **one** visual study.

For a 20-credit subject, students produce **one larger** visual study, or **two smaller** visual studies.

A visual study is an exploration of, and/or experimentation with, a style, an idea, a concept, media, materials, methods, techniques, and/or technologies. Students base their exploration and/or experimentation on analysis of the work of other practitioners, individual research, and the development of visual thinking and/or technical skills. They present the findings of their visual study as well as their conclusions and insights.

Practical Application

The specific features are as follows:

- PA1 Conceptualisation and development of imaginative or personally relevant visual ideas.
- PA2 Exploration to acquire technical skills and use media, materials, and technologies.
- PA3 Documentation of creative visual thinking and/or problem-solving processes.
- PA4 Application of technical skills with media, materials, and technologies to communicate visual ideas in resolved work(s) of art or design.

Knowledge and Understanding

The specific features are as follows:

- KU1 Knowledge of core visual arts concepts, forms, styles, and conventions.
- KU2 Knowledge and understanding of visual arts in different cultural, social, and/or historical contexts.
- KU3 Understanding of aesthetic or functional qualities in works of art or design.
- KU4 Research and acknowledge sources to explore and develop insights into aspects of the visual arts.

Analysis and Response

The specific features are as follows:

- AR1 Analysis and interpretation of works of art or design from different contexts.
- AR2 Use of visual arts language to interpret and respond to works and their contexts.
- AR3 Evaluation of own practical work.



ASSESSMENT TYPE 2 PRACTICAL

All practicals are resolved from visual thinking and learning documented in the folio.

The practical consists of two parts:

- art or design practical work
- the practitioner's statement.

Art or Design Practical Work

For a 10-credit subject, students produce **one or two** practicals, **one** of which must be a resolved work. **One** may be a minor work completed in preparation for a major resolved work, or **one minor** work and **one major** resolved work, which may or may not be linked. Programs with one practical must focus on a major resolved work.

A work of art or design may be a single resolved practical or a body of resolved work.

For a 20-credit subject, students produce **two or three** practicals, **one or two** (but no more than two) of which must be resolved works. **One or two** practicals may be a minor work in preparation for a major resolved practical. The practicals are not required to be linked.

Whether the practicals are linked or not, students may wish to diversify their work to engage in different genres, styles, skills, and ideas.

Producing the final resolved practical work(s) of art or design involves the application of technical skills. This may include the production of multiple copies, print runs, sets or suites, or the making of an artefact, model, or prototype.

Art practicals may take any of the following forms: film, animation, installation, assemblage, digital imaging, painting, drawing, mixed media, printmaking, photography, fabrication (wood, plastic, or metal), sculpture, ceramics, and/or textiles.

Design practicals may be categorised in the broad areas of product design, environmental design, graphic design, or visual communication.

The Practitioner's Statement

For a 10-credit subject, students prepare a written practitioner's statement for **one** resolved practical.

For a 20-credit subject, students prepare **two** written practitioner's statements, for **one** resolved practical and **one** other work, or for **two** resolved practicals.

A practitioner's statement for art practical work should include:

- a description of starting points and influences
- an explanation of the intended meaning or message of the practical work or works
- the student's evaluation of his or her own practical work or works.

A practitioner's statement for design practical work should include:

- a description of the design process and feedback provided on ideas and trials
- an evaluation of how well the design resolution meets the parameters of the design brief
- the student's evaluation of his or her own practical work or works.

Each practitioner's statement should be a maximum of 250 words.

For this assessment type, students provide evidence of their learning primarily in relation to the following assessment design criteria:

- practical application
- analysis and response.