

ASSESSMENT TASKS SUGGESTED TASKS PHASE

UNIT 3 OUTCOME 3

Components 1 & 2

- 1.1 Apply range of research methods and divergent thinking strategies to investigate to gather insights, analyse and evaluate a design problem.
- 1.2 Investigate legal and ethical obligations for the design problem
- 1.3 Use concepts of good design to gather insights and evaluate the problem.

Component 3

- 2.1 Use convergent thinking to synthesise and explain a design problem. (Brief).
- 2.2 Explain a client and two distinct communication needs in a design brief.
- 2.3 Explain design criteria.

Component 4

- 3.1 Generate design ideas, integrating divergent thinking, to explore and expand on the design criteria.

Component 5

- 3.2 Develop design ideas to explore, experiment and expand the use of methods, materials, media, design elements, design principles and Gestalt principles of visual perception.
- 3.3 Address legal and ethical obligations in development of design ideas
- 3.4 Critically explain and evaluate the generation and development of design ideas.

Component 6

- 4.1 Explain design ideas and decisions against design criteria in a critique.
- 4.2 Design feedback strategies for design criteria.
- 4.3 Give feedback and respond to it, by critically evaluating ideas against design criteria.

UNIT 4 OUTCOME 1

Component 7

- 5.1 Use convergent thinking to evaluate design ideas and select design concepts.
- 5.2 Develop ideas further from the critique in Unit 3 focusing on specific design criteria.
- 5.3 Refine and resolve design concepts for two communication needs, integrating convergent thinking, synthesising specific aspects of design criteria explained in the brief.

Component 8

- 6.1 Create and evaluate mock-ups or prototypes drawing on specific aspects of the design criteria.

Component 9

- 6.2 Present and evaluate one refined design concept for each communication need in a pitch drawing and elaborating on specific design criteria.
- 6.3 Address legal and ethical obligations in presentation of design concepts

Component 10

- 6.3 Use convergent thinking to further refine design concepts by evaluating feedback from the pitch and synthesising the brief.

UNIT 4 OUTCOME 2

Component 11

- 7.1 Present two distinct design solutions on selected presentation formats.

Component 12

- 7.2 Select and manipulate methods, media and materials considering the design criteria outlined in the brief.
- 7.3 Address legal and ethical obligations in design solutions.

Component 13

- 8.1 Select and manipulate visual language, drawing on individual aspects of the communication needs specified in the brief in two distinctly different solutions.
- 8.2 Evaluate the selection and manipulation of visual language to specifically address the design criteria and communication needs explained in the brief.
- 8.3 Address legal and ethical obligations for use of visual language in of design solutions.

Component 1

- Identify & describe design problem
- Use Divergent Thinking to analyse & explore design problem
 - Mind map/ Brainstorm
 - Research topic articles
- Use H-C-D research methods
- Identify & understand stakeholders
 - User survey/interview/ focus-group
 - User Journey/ Empathy map
 - Stakeholder map
 - Audience persona
 - Mood-board

School date



Component 3

- Use Convergent Thinking to reframe design problem
- Determine communication needs within field/s of design
- Brief
 - Draft Brief
 - Write Brief
 - Sign off Brief
- Write design criteria (for PUGH Matrix)
- Annotations describe & evaluate:
 - research
- Explain design criteria

School date



Component 5

- Develop, explore & expand concepts
 - Explore methods, materials & media
 - Explore design elements & principles, GPOVP
- Begin to incorporate technical or style conventions
- Legal obligations in development
- Annotations explain & evaluate:
 - use of methods, media & materials, design elements, principles & GPOVP, reflecting on design criteria

School date

Component 2

- Evaluate design problem
- Choose Field/s of Design
- Understand designs & inspirations
 - Competitor analysis/ Good Designs
 - Primary/ field research
 - Desk/ secondary research
- Analyse research insights
 - Aggregate, summarise data
 - Sort, classify and present research (4Q Matrix, etc)
- Evaluate research with notions of Good Design
- Address legal obligations for research

School date



Component 4

- Generate, develop & present design ideas
 - Visualise design ideas
 - Explore & expand on design criteria
 - Use Divergent Thinking strategies and creative thinking techniques (SCAMPER, Forced associations, Sprinting, etc.) to broaden ideas
- Annotations describe & evaluate:
 - design ideas

School date



Component 6

- Evaluate & select design ideas for critique (PUGH Matrix)
- Prepare design ideas for critique
- Design critique
 - Design feedback strategies based on design criteria
 - Present & explain design ideas
 - Give & receive feedback
 - Respond to feedback reflectively, referring to selected design ideas and design decisions

School date



Component 7

- Use Convergent Thinking to:
 - select design concepts (SWOT, PMI, POOCH)
- Refine & resolve visual language & conventions
 - Refine methods, materials & media
 - Refine design elements & principles, GPOVP
 - Refine conventions
 - Refine communication of ideas & information
- Annotations describe, evaluate & reflect on:
 - refinement & resolution of design concepts

School date

Component 8

- Produce mock-ups or prototypes for one design concept for each communication need
 - Create mock-ups drawing on design criteria
 - Annotations evaluate mock-ups referring to design criteria

School date



Component 9

- Pitch
 - Produce visual & written material, referring to design criteria, Good Design)
 - Present pitch
 - Give & receive feedback
 - Evaluate, synthesise & present feedback

School date

Component 10

- Further refine design concepts post feedback

School date

Component 11

- Two presentation formats to meet requirements of the brief
 - Design two different presentation formats to address communication needs

Component 12

- Select:
 - methods, materials & media in two design solutions
- Resolve:
 - methods, materials & media in two design solutions, considering design criteria
- Address legal obligations in design solutions

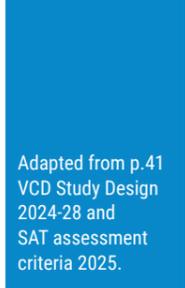
School date



Component 13

- Resolve:
 - visual language including conventions in two design solutions, considering design criteria
- Annotations evaluate:
 - the selection & use of visual language addressing design criteria and communication needs
- Address legal obligations in design solutions

School date



Adapted from p.41 VCD Study Design 2024-28 and SAT assessment criteria 2025.

ASSESSMENT TASKS	SUGGESTED TASKS	PHASE			
UNIT 3 OUTCOME 3	Component 1 <ul style="list-style-type: none"> <input type="checkbox"/> Identify & describe design problem <input type="checkbox"/> Use Divergent Thinking to analyse & explore design problem <ul style="list-style-type: none"> <input type="checkbox"/> Mind map/ Brainstorm <input type="checkbox"/> Research topic articles <input type="checkbox"/> Use H-C-D research methods <input type="checkbox"/> Identify & understand stakeholders <ul style="list-style-type: none"> <input type="checkbox"/> User survey/interview/ focus-group <input type="checkbox"/> User Journey/ Empathy map <input type="checkbox"/> Stakeholder map <input type="checkbox"/> Audience persona <input type="checkbox"/> Mood-board 	<p>DISCOVER</p>	Component 2 <ul style="list-style-type: none"> <input type="checkbox"/> Evaluate design problem <input type="checkbox"/> Choose Field/s of Design <input type="checkbox"/> Understand designs & inspirations <ul style="list-style-type: none"> <input type="checkbox"/> Competitor analysis/ Good Designs <input type="checkbox"/> Primary/ field research <input type="checkbox"/> Desk/ secondary research <input type="checkbox"/> Analyse research insights <ul style="list-style-type: none"> <input type="checkbox"/> Aggregate, summarise data <input type="checkbox"/> Sort, classify and present research (4Q Matrix, etc) <input type="checkbox"/> Evaluate research with notions of Good Design <input type="checkbox"/> Address legal obligations for research 	<p>DEFINE</p>	
	Component 3 <ul style="list-style-type: none"> <input type="checkbox"/> Use Convergent Thinking to reframe design problem <input type="checkbox"/> Determine communication needs within field/s of design <input type="checkbox"/> Brief <ul style="list-style-type: none"> <input type="checkbox"/> Draft Brief <input type="checkbox"/> Write Brief <input type="checkbox"/> Sign off Brief <input type="checkbox"/> Write design criteria (for PUGH Matrix) <input type="checkbox"/> Conduct further targeted research <input type="checkbox"/> Annotations describe & evaluate: <ul style="list-style-type: none"> <input type="checkbox"/> research <input type="checkbox"/> Explain design criteria 		Component 4 <ul style="list-style-type: none"> <input type="checkbox"/> Generate, develop & present design ideas <ul style="list-style-type: none"> <input type="checkbox"/> Visualise design ideas <input type="checkbox"/> Explore & expand on design criteria <input type="checkbox"/> Use Divergent Thinking strategies and creative thinking techniques (SCAMPER, Forced associations, Sprinting, etc.) to broaden ideas <input type="checkbox"/> Annotations describe & evaluate: <ul style="list-style-type: none"> <input type="checkbox"/> design ideas 		<p>DEVELOP</p>
	Component 5 <ul style="list-style-type: none"> <input type="checkbox"/> Develop, explore & expand concepts <ul style="list-style-type: none"> <input type="checkbox"/> Explore methods, materials & media <input type="checkbox"/> Explore design elements & principles, GPoVP <input type="checkbox"/> Begin to incorporate technical or style conventions <input type="checkbox"/> Legal obligations in development <input type="checkbox"/> Annotations explain & evaluate: <ul style="list-style-type: none"> <input type="checkbox"/> use of methods, media & materials, design elements, principles & GPoVP, reflecting on design criteria 	Component 6 <ul style="list-style-type: none"> <input type="checkbox"/> Evaluate & select design ideas for critique (PUGH Matrix) <input type="checkbox"/> Create & mock-ups/ low-fi prototypes <input type="checkbox"/> Design critique <ul style="list-style-type: none"> <input type="checkbox"/> Design feedback strategies based on design criteria <input type="checkbox"/> Present & explain design ideas <input type="checkbox"/> Give & receive feedback <input type="checkbox"/> Respond to feedback reflectively, referring to selected design ideas and design decisions 	<p>DELIVER</p>		
	UNIT 4 OUTCOME 1	Component 7 <ul style="list-style-type: none"> <input type="checkbox"/> Use Convergent Thinking to: <ul style="list-style-type: none"> <input type="checkbox"/> select design concepts (SWOT, PMI, POOCH) <input type="checkbox"/> Refine & resolve visual language & conventions <ul style="list-style-type: none"> <input type="checkbox"/> Refine methods, materials & media <input type="checkbox"/> Refine design elements & principles, GPoVP <input type="checkbox"/> Refine conventions <input type="checkbox"/> Refine communication of ideas & information <input type="checkbox"/> Annotations describe, evaluate & reflect on: <ul style="list-style-type: none"> <input type="checkbox"/> refinement & resolution of design concepts 			Component 8 <ul style="list-style-type: none"> <input type="checkbox"/> Produce mock-ups or prototypes for one design concept for each communication need <ul style="list-style-type: none"> <input type="checkbox"/> Create mock-ups drawing on design criteria <input type="checkbox"/> Annotations evaluate mock-ups referring to design criteria
		Component 9 <ul style="list-style-type: none"> <input type="checkbox"/> Pitch <ul style="list-style-type: none"> <input type="checkbox"/> Produce visual & written material, referring to design criteria, Good Design) <input type="checkbox"/> Present pitch <input type="checkbox"/> Give & receive feedback <input type="checkbox"/> Evaluate, synthesise & present feedback 	Component 10 <ul style="list-style-type: none"> <input type="checkbox"/> Further refine design concepts post feedback 		
		Component 11 <ul style="list-style-type: none"> <input type="checkbox"/> Two presentation formats to meet requirements of the brief <ul style="list-style-type: none"> <input type="checkbox"/> Design two different presentation formats to address communication needs 	Component 12 <ul style="list-style-type: none"> <input type="checkbox"/> Select: <ul style="list-style-type: none"> <input type="checkbox"/> methods, materials & media in two design solutions <input type="checkbox"/> Resolve: <ul style="list-style-type: none"> <input type="checkbox"/> methods, materials & media in two design solutions, considering design criteria <input type="checkbox"/> Address legal obligations in design solutions 		<p>DELIVER</p>
Component 13 <ul style="list-style-type: none"> <input type="checkbox"/> Resolve: <ul style="list-style-type: none"> <input type="checkbox"/> visual language including conventions in two design solutions, considering design criteria <input type="checkbox"/> Annotations evaluate: <ul style="list-style-type: none"> <input type="checkbox"/> the selection & use of visual language addressing design criteria and communication needs <input type="checkbox"/> Address legal obligations in design solutions 					