



CHIEF DIRECTORATE – CURRICULUM MANAGEMENT

**GRADE 12 LEARNER SUPPORT
PROGRAMME**

**REVISION AND REMEDIAL TEACHING
INSTRUMENT:
ANSWERS**

**SUBJECT: DESIGN – SECOND PAPER
(PRACTICAL)**

June 2009

This document consists of 3 pages.

Strictly not for test/examination purposes

INSTRUCTIONS

The practical examination must be marked using the following grid, (see AS numbering guide on page 3).

	LO and AS	Maximum marks	Learner mark	Weighting %
Research and experimentation	LO1: 12.1.1 (c), (e), (f)	10		LO1: 10%
Generative ideas (e.g. thumbnails)	LO2: 12.2.2 12.2.3 12.2.5 LO1: 12.1.2	10		LO2: 10% LO1: 10%
Use of elements and principles	LO2: 12.2.8	10		LO2: 20%
Creativity and originality	LO2: 12.2.8	20		LO2: 10%
Technique and craftsmanship	LO2: 12.2.4 12.2.6 12.2.7 LO1: 12.1.3	30		LO1: 10% LO2: 20%
Design involvement	LO2: 12.2.9 (d) 12.2.9 (e)	10		LO2: 10%
		100 (convert to 50)		
Note: More emphasis is placed on LO2 because six hours is not sufficient to allow for a 50% amount of process work.				Final Balance: LO1: 30% LO2: 70%

AS NUMBERING GUIDE:

LO1 The Design Process: The learner is able to understand the design process from conceptualisation to realisation.

- LO1 12.1.1 Demonstrate a sound understanding of the interrelated nature of the planning, action and reflection cycle which informs the design process:
- (c) Investigate the context of a design problem.
 - (e) Investigate different approaches and generate ideas to solve problems creatively, innovatively or intuitively, using a variety of methods.
 - (f) Investigate the use of appropriate materials and production techniques and produce samples, prototypes or marquette.
- 12.1.2 Display knowledge and appreciation of responsible design by taking into consideration environmental issues.
- LO1 12.1.3 Display knowledge and appreciation of aesthetics and functionality throughout the design process.

LO2 Design Production: The learner is able to produce and present a body of work in the chosen discipline(s) which shows an understanding of design skills and production processes.

- 12.2.2 Draw in a variety of ways to observe and create images and express concepts.
- 12.2.3 Use collage, constructions, models, mind-mapping or other forms of visualisation.
- 12.2.4 Demonstrate an awareness of the various materials and production processes relevant to the chosen discipline.
- 12.2.5 Experiment with a variety of materials, methods, equipment and techniques.
- 12.2.6 Demonstrate proficiency in the chosen materials and techniques to create design solutions.
- 12.2.7 Present and effectively communicate a design solution.
- 12.2.8 Interpret, use and explain the choice of design elements, principles, context and materials in the final product.
- 12.2.9
 - (d) Demonstrate commitment to the task.
 - (e) Take responsibility for own actions.