	Supplementary Assignment Guide	Minimum Pages	Deadline	Tick
	<b>Front Cover</b> – Exactly that! Arts and Craft Design Movement - Spend only a short amount of time on this. If you have the time use colour, images and make it in the style of the themes that you will be looking at.	1	Friday 24 <sup>th</sup> April	
	<b>Task Analysis</b> – Write drown all the key information about the topic. Talk about which artists/designers you are going to research. Include the vocational context. This could be in the form of an illustrated mind map or prose. Feel free to add samples or your photos. You can look here for ideas of folder page layout and content. Use the GCSE examples. <a href="http://www.designoutthebox.com/">http://www.designoutthebox.com/</a>	1	Friday 7 <sup>th</sup> May	
	Inspiration Pages – Start to gather information about your chosen artists/designers and movements. Include drawings, images, photocopies and text. These pages should look eye-catching and full of information; use your imagination to create an independent style of your own. You should look at a minimum of four artists/designers and three movements.	3	Friday 22 <sup>nd</sup> May	
Task 1	Artist and Designers pages – Choose a minimum of four pieces from your artists/designers. Look at the products and pieces of work others have created and what you think is interesting about them. Think about the materials, techniques and processes they have used across different types of product and compare them where possible. Determine the formal elements, design principles, construction, properties of materials and techniques used. Consider which is most suitable for your ideas or what you might like to use and why?	4	Friday 19 <sup>th</sup> June	
	<b>Personal responses</b> - Use a range of 2D and 3D processes to try similar ideas to the products you have seen, using different materials and techniques. You should explain how you have explored the materials and techniques you have seen when responding to the artists and designers you have looked at.	2	Friday 3 <sup>rd</sup> July	
	<b>Evaluation</b> – It is important to prove to the examiner just how much you have learnt from this part of the project. Talk about your favourite artists/designers and movements and how you have been influenced by your research.— Write in your own words about the culture from your chosen area of interest. Include your own opinion about the style of the work you are looking at. How it would be viewed in a historical and contemporary way. Min 200 words	1	Wednesday 8 <sup>th</sup> July	
	Initial ideas – You need to: Produce several different conceptual ideas based on your artist/designer and movement: Make sure they are innovative, demonstrate creativity, flair and originality: Sketch ideas using a variety of different views where necessary e.g. isometric, perspective and in detail: Annotate your sketches: Suggest materials, joining methods, finishes for the materials: Major dimensions: Evaluated each idea against design criteria: consider social, moral, environmental (can it be recycled or reused, biodegradable), and sustainability (FSC sustainable forests) issues. Annotate how each of these relates to the project brief and how your research has informed these ideas	4	Friday 25 <sup>th</sup> September	
	<b>Develop ideas</b> – You now need to select 1 to 3 of your ideas to develop further. You need to refine your idea(s) and look at the details and how you can make the design. Explore a range of technical details related to your lamp design, such as what materials will you use, what joining method is best, what size will it be, types of fabric, printing techniques, traditional and experimental materials. Make notes of how these might be used in your final work.	4	Friday 16 <sup>th</sup> October	
Task 2	Idea Presentation – visualise your best ideas using a refined traditional or digital illustration. Make some comparison of each outlining how their unique selling point and how they meet the needs of the brief. Support and explain your visuals with diagrams, thumbnail drawings and notes to help develop your ideas.	2	Friday 16 <sup>th</sup> October	
	<b>Final Product</b> – Using the most appropriate method, create your final piece. As you progress, continually reflect on the quality of crafts, opportunities for improvement and how well you are meeting the brief and make adjustments or changes to the design, materials or techniques. Take photos and annotate your work highlighting the areas that work and ones that need further development. Keep a diary of the making process.	3	Friday 4 <sup>th</sup> December	
	<b>Evaluation</b> – It is important to prove to the examiner just how much you have learnt from this project.  Talk about your final piece and how it developed through your work and the feedback you have received.  This will help you make judgements about how to proceed with making the piece for display.	1	Friday 4 <sup>th</sup> December	
Task 3	<b>Presentation</b> - You should look at how other product designers have presented their work. You may want to refine and organize your sketchbook and diary. Or you may want to select certain pages to display alongside your work. The presentation should show a record of the development and skills used in a logical order. It should contain good quality images, diagrams, sketches and supporting information to help people understand the design. It should show visuals of the outcome from different angles and key details. It should include titles and supporting information such as material swatches and colour palette.	1	Friday 11 <sup>th</sup> December	