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Achievement Standard

Subject Reference Design and Visual Communication 3.32

Title Resolve a spatial design through graphics practice

Level 3 **Credits** 6 **Assessment** Internal

Subfield Technology

Domain Design and Visual Communication

Status Registered Status date 4 December 2012

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This achievement standard involves resolving a spatial design through graphics practice.

Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
 Resolve a spatial design through graphics practice. 	 Clearly resolve a spatial design through graphics practice. 	Effectively resolve a spatial design through graphics practice.

Explanatory Notes

This achievement standard is derived from the Level 8 achievement objectives from the Technology learning area in *The New Zealand Curriculum*, Learning Media, Ministry of Education, 2007; and is related to the material in the *Teaching and Learning Guide for Technology*, Ministry of Education, 2012, at http://seniorsecondary.tki.org.nz.

Further information can be found at http://www.technology.tki.org.nz/.

- 2 Resolve a spatial design through graphics practice involves:
 - exploring and refining design ideas based on an analysis of the design context (including opportunities and constraints) and understanding of spatial design knowledge
 - communicating a spatial design that addresses identified opportunities and constraints.

Clearly resolve a spatial design through graphics practice involves:

- exploring the wider environmental conditions and human factors related to the design context to identify opportunities and constraints
- communicating a spatial design that addresses significant opportunities and constraints.

Effectively resolve a spatial design through graphics practice involves:

- making informed designer decisions that integrate spatial design knowledge, and understanding of the wider environmental conditions and human factors related to the design context
- communicating a spatial design that is justified in terms of the significant opportunities and constraints.
- 3 Spatial design is the design of inside and outside spaces, and may include: architectural, interior design and landscape architecture.
- 4 Spatial design knowledge includes elements of design approaches, technical knowledge, and visual communication techniques relevant to the specific spatial design context. These may include:
 - design tools used for the development of spatial design ideas (eg market research, mockups, critiques, and design sketching)
 - technical knowledge of materials, construction, cladding, sustainability, and environmental considerations (eg sun, wind, topography, views)
 - spatial design visual communication techniques and approaches (eg architectural drawings and rendering, models, and animation).
- Design contexts may include: personal/family/communal/retail spaces, gardens, urban spaces, recreation/exhibition spaces, apartments, transport-related buildings, commercial buildings, religious buildings.
- 6 Graphics practice involves expressing a visual literacy through the developing of design ideas by applying design and visual communication techniques and knowledge, leading to the communication of an outcome in response to a brief.
- 7 Conditions of Assessment related to this achievement standard can be found at http://ncea.tki.org.nz/.

Replacement Information

This achievement standard replaced unit standard 7513 and AS90736.

Quality Assurance

- Providers and Industry Training Organisations must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.
- Organisations with consent to assess and Industry Training Organisations assessing against achievement standards must engage with the moderation system that applies to those achievement standards.

Consent and Moderation Requirements (CMR) reference

0233