

## Achievement Standard

<b>Subject Reference</b>	Design and Visual Communication 2.33		
<b>Title</b>	Use the characteristics of a design movement or era to inform own design ideas		
<b>Level</b>	2	<b>Credits</b>	3
		<b>Assessment</b>	Internal
<b>Subfield</b>	Technology		
<b>Domain</b>	Design and Visual Communication		
<b>Status</b>	Registered	<b>Status date</b>	17 November 2011
<b>Planned review date</b>	31 December 2016	<b>Date version published</b>	12 December 2013

This achievement standard involves using the characteristics of a design movement or era to inform own design ideas.

### Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none"> <li>Use the characteristics of a design movement or era to inform own design ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Use the characteristics of a design movement or era to clearly inform own design ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Use the characteristics of a design movement or era to effectively inform own design ideas.</li> </ul>

### Explanatory Notes

- This achievement standard is derived from Level 7 of 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 at <http://seniorsecondary.tki.org.nz>.

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

Appropriate reference information is available in *Safety and Technology Education: A Guidance Manual for New Zealand Schools*, Ministry of Education at <http://technology.tki.org.nz/Curriculum-support/Safety-and-Technology-Education>, and the Health and Safety in Employment Act 1992.

- Use the characteristics of a design movement or era to inform own design ideas involves:
  - describing the way elements of design are used within the design movement or era
  - describing social factors that influenced the design movement or era

- generating design ideas that incorporate the identified characteristics of a design movement or era.

*Use the characteristics of a design movement or era to clearly inform own design ideas* involves:

- explaining the elements of design that characterise the design movement or era
- generating design ideas where it is evident that the identified characteristics of the design movement or era have been linked to the design ideas in a considered manner.

*Use the characteristics of a design movement or era to effectively inform own design ideas* involves:

- generating design ideas where it is evident that the identified characteristics of the design movement or era have been interpreted and embedded into the design ideas.

- 3 *Design movements* may include but are not limited to: Modernism, De Stijl, Bauhaus, Deconstructivism, and New Look.
- 4 *Design eras* may include but are not limited to: Aztec, pre-European Maori, Shogun, Renaissance, Victorian, 1920's, 1960's.
- 5 Elements of design are derived from the key design principles of aesthetics and function. These may include but are not limited to: shape, form, rhythm, balance, proportion, colour and contrast, durability, stability, and flexibility/rigidity.
- 6 Social factors may include but are not limited to: cultural, historical, societal and technological.
- 7 Conditions of Assessment related to this achievement standard can be found at <http://ncea.tki.org.nz/Resources-for-aligned-standards/Technology/Level-2-Technology>.

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### Replacement Information

This achievement standard replaced AS90321.

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### Quality Assurance

- 1 Providers and Industry Training Organisations must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.
- 2 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