

## Achievement Standard

<b>Subject Reference</b>	Design and Visual Communication 1.34		
<b>Title</b>	Use the work of an influential designer to inform design ideas		
<b>Level</b>	1	<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 2018	<b>Date version published</b>	20 November 2014

This achievement standard involves using the work of an influential designer to inform design ideas.

### Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none"> <li>Use the work of an influential designer to inform design ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Use the work of an influential designer to clearly inform design ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Use the work of an influential designer to effectively inform design ideas.</li> </ul>

### Explanatory Notes

- 1 This achievement standard is derived from Level 6 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.

- 2 *Use the work of an influential designer to inform design ideas* involves:
- recognising the aesthetic and/or functional characteristics that are typical of an influential designer's work
  - using aesthetic and/or functional characteristics of an influential designer's work in design ideas.

*Use the work of an influential designer to clearly inform design ideas* involves:

- integrating aesthetic and functional characteristics of an influential designer's work in design ideas.

*Use the work of an influential designer to effectively inform design ideas* involves:

- integrating aesthetic and functional characteristics of an influential designer's work in design ideas in ways that are meaningful to the design context.

- 3 *Influential designers* are those recognised in the context of their work as leading practitioners.
  - 4 *The work* of a designer could be an individual product or spatial design, or a body of work. A designer could include a group design practice.
  - 5 Evidence may be presented using traditional media approaches or computer applications.
  - 6 *Design ideas* are student-generated responses to a design brief.
  - 7 Conditions of Assessment related to this achievement standard can be found at <http://ncea.tki.org.nz/Resources-for-Internally-Assessed-Achievement-Standards>.
- 

### 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