

## Achievement Standard

<b>Subject Reference</b>	Visual Arts 2.2		
<b>Title</b>	Use drawing methods to apply knowledge of conventions appropriate to design		
<b>Level</b>	2	<b>Credits</b>	4
		<b>Assessment</b>	Internal
<b>Subfield</b>	Visual Arts		
<b>Domain</b>	Practical Art		
<b>Status</b>	Registered	<b>Status date</b>	17 November 2011
<b>Planned review date</b>	31 December 2020	<b>Date version published</b>	20 November 2014

This achievement standard involves using drawing methods to apply knowledge of conventions appropriate to design.

### Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none"> <li>Use drawing methods to apply knowledge of conventions appropriate to design.</li> </ul>	<ul style="list-style-type: none"> <li>Use drawing methods to apply specific knowledge of conventions appropriate to design.</li> </ul>	<ul style="list-style-type: none"> <li>Use drawing methods to apply in-depth knowledge of conventions appropriate to design.</li> </ul>

### Explanatory Notes

- This achievement standard is derived from *The New Zealand Curriculum*, Learning Media, Ministry of Education, 2007, Level 7. It is aligned with the achievement objectives in the *Developing Practical Knowledge* strand for Visual Arts, and is related to the material in the *Teaching and Learning Guide for Visual Arts*, Ministry of Education, 2011 at <http://seniorsecondary.tki.org.nz>.

This standard is also derived from Te Marautanga o Aotearoa. For details of Te Marautanga o Aotearoa achievement objectives to which this standard relates, see the [Papa Whakaako](#) for the relevant learning area.

- Apply knowledge* involves using processes, procedures, materials, techniques and pictorial conventions when making artworks.

*Apply specific knowledge* involves selecting and using particular processes, procedures, materials, techniques and pictorial conventions according to an intended purpose when making artworks.

*Apply in-depth knowledge* involves critically selecting and using particular processes, procedures, materials, techniques and pictorial conventions according to an intended purpose when making artworks.

- 3 *Drawing methods* refers to the use of media, techniques and processes to arrange elements (eg line, shape, space, colour, tone, point, texture, form, mass) and principles (eg balance, harmony, rhythm, tension, contrast) to inform artwork. Design drawing may include research, analysis, recording, concept visualisation, roughs, prototypes, models and evaluative notes, refinements and solutions.
  - 4 *Conventions appropriate to design* refer to the characteristics and constraints applicable and fitting to the field.
  - 5 Contexts may include: gallery or museum, marae, public or private collections, urban and/or natural environment, studio or workshop situations, relevant publications (eg books, journals, magazines, catalogues), internet, video, films, slide library, the artists' works studied, interviews, discussions.
  - 6 Conditions of Assessment related to this achievement standard can be found at <http://ncea.tki.org.nz/Resources-for-Internally-Assessed-Achievement-Standards>.
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### Replacement Information

This achievement standard replaced AS90475 and unit standard 9059.

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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