



# Nepean Creative & Performing Arts High School

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## ASSESSMENT TASK COVER SHEET

**Faculty:** Creative Arts

**Course Name:** Visual Design

**Task Issued:** Term 3 Week 2 2022

**Task Due :** Term 4 Week 6 | 2022 – LAST LESSON

**Assessment Task Number:** 4

**Assessment Task Title:** Virtual Gallery Exhibition

**Assessment Weighting:** 30%

**Total marks allocated to this task:** 50 marks

### Outcomes to be Assessed:

- 5.1 develops autonomy in selecting and applying design conventions and procedures to make design artworks
- 5.2 makes design artworks informed by their understanding of the function of and relationships between artist – artwork – world - audience
- 5.3 makes design artworks informed by an understanding of how the frames affect meaning
- 5.4 investigates and responds to the world as a source of ideas, concepts and subject matter for design artworks
- 5.5 makes informed choices to develop and extend concepts and different meanings in their design artworks
- 5.6 selects appropriate procedures and techniques to make and refine visual design artworks

You have been employed by an Art Gallery to put together their first **virtual exhibition**. They have requested that you create the exhibition from the bottom up as you not only **curate and display the artworks** works but as you also plan out the **gallery's interior**.

The Art Gallery has asked that the exhibition have a **central theme** of your choosing so that there is a **sense of unity amongst the works and the space**.

They have also asked that you put together a **rationale** that explains the nature of the exhibition and the decisions made.



## Task Requirements:

- a completed and fully resolved virtual exhibition
- a 300-word rationale that justifies the concept / theme behind your exhibition and design choices

<b>Content</b>	space-time, interior design, conceptual practice visual semiotics, application of visual images, target audience, conceptual strength and meaning, resolution <b>Practice Conceptual Framework Frames</b>
<b>Skills (verbs)</b>	Initiate, organise, sustain, reflect, problem solve, adapt, apply, make, select, develop, represent, demonstrate, exhibit, interpret, accomplish, refine, intention

## Things you need to DO to complete this task:

Step	Things I will do	What I will see as a result
1	Listen and engage in VD lessons, ensuring that set learning activities are organised, completed, archived.	A collection of Visual Design works, which reflects my conceptual and material/technical advancements, knowledge and understanding in making design works.
2	Carefully read the formative assessment task instructions. Seek clarification with your teacher about any part of the task you do not understand.	A thorough, accountable and organised collection of works resolved by checkpoint dates.
3	Read class notes, view demonstrations, presentations and participate in class discussions.	Develop an understanding and deep connection with my personal world represented in my Visual Design works.
4	Investigate ideas, concepts and subject matter & organise composition. Explore and experiment with specified media and techniques, develop meaning in Visual Design works. Submit work to meet checkpoint deadlines. Apply critical feedback and advice. Submit collection of Visual Design works by final checkpoint date.	A collection of Visual Design works that demonstrates an understanding of Practice, the Frames and the Conceptual Framework.

## My Assessment Task Planner:

Term 4 Week 1	Term 4 Week 2	Term 4 Week 3	Term 4 Week 4	Term 4 Week 5	Term 4 Week 6	Term 4 Week 7

	5.1	5.3	5.4	5.5	5.6
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	<b>Selecting &amp; Applying Design Conventions Procedures /10</b>	<b>Designs informed by the Frames /10</b>	<b>Investigation of Conceptual Ideas /10</b>	<b>Extend concepts and Meanings in Designs / 10</b>	<b>Technical Skill &amp; Refinement /10</b>
<b>A</b>	Demonstrates sophisticated ability to select and apply design conventions and procedures to produce an outstanding virtual exhibition	Creates a virtual exhibition informed by a sophisticated understanding of the Structural, Subjective, Structural & Postmodern Frames	Investigation of ideas, concepts and subject matter throughout the virtual exhibition is done so in a sophisticated manner	Demonstrates sophisticated ability to make choices and decisions to develop complex layers meanings in the curation of a virtual exhibition	Demonstrates a sophisticated application of design programs in the strong resolution of a virtual exhibition
<b>B</b>	Demonstrates substantial ability to select and apply design conventions and procedures to produce a well-developed virtual exhibition	Creates a virtual exhibition informed by a substantial understanding of the Structural, Subjective, Structural & Postmodern Frames	Investigation of ideas, concepts and subject matter throughout the virtual exhibition is done so in a substantial manner	Demonstrates sound ability to make choices and decisions to develop many layers of meaning/s in the curation of a virtual exhibition	Demonstrates a substantial application of design programs in the thorough resolution of a virtual exhibition
<b>C</b>	Demonstrates sound ability to select and apply design conventions and procedures to produce a satisfactory virtual exhibition	Creates a virtual exhibition informed by a sound understanding of the Structural, Subjective, Structural & Postmodern Frames	Investigation of ideas, concepts and subject matter throughout the virtual exhibition is done so in a sound manner	Demonstrates sound ability to make choices and decisions to develop some meaning/s in the curation of a virtual exhibition	Demonstrates a sound application of design programs in the resolution of a virtual exhibition
<b>D</b>	Demonstrates basic ability to select and apply some design conventions and procedures to produce a basic virtual exhibition	Creates a virtual exhibition informed by a basic understanding of the Structural, Subjective, Structural & Postmodern Frames	Investigation of ideas, concepts and subject matter throughout the virtual exhibition is done so in a basic manner	Demonstrates basic ability to make choices and decisions to develop loosely connected meanings in the curation of a virtual exhibition	Demonstrates a basic application of design programs through the creation of an unresolved virtual exhibition
<b>E</b>	Demonstrates limited technical skills and procedures in the production of a virtual exhibition that is incomplete, barely begun or not attempted in a satisfactory manner	Creates a virtual exhibition informed by a limited understanding of the Structural, Subjective, Structural & Postmodern Frames	Investigation of ideas, concepts and subject matter throughout the virtual exhibition is done so in a limited manner	Demonstrates limited ability to make choices and decisions to develop undefined meanings in the curation of a virtual exhibition	Demonstrates limited choices in the utilisation of design programs through the creation of an unresolved virtual exhibition

**Growth Mindset Feedback:**

<b>Achievement</b>	
<b>Area for improvement</b>	
<b>Strategies for improvement</b>	

