

Unit 2

Developing Creative Practice

Unit overview

Level	3
Total Unit Time	240
Guided Learning Hours	180
Credits	24
Assessment	Internally assessed and internally verified
Grade	Fail/Pass
Resources	Centres must have the physical resources to successfully implement the programme including appropriately equipped and updated art and design studios and workshops, IT facilities and information and research sources.

Unit aim

This unit requires students to learn about what a creative practice is along with gathering knowledge of various materials, techniques and processes used across 2-dimensional, 3-dimensional and 4-dimensional creative practices.

Students will also explore, experiment and refine their use of 2-dimensional, 3-dimensional and 4-dimensional practical skills associated with a creative practice, as well as developing an understanding of how to safely use creative practice skills to solve problems, develop outcomes and present work appropriate to the creative practice.

‘Breaking the Silence’,
Daisy Newton, The
Manchester College,
Level 3 Diploma in Art
and Design



UAL Level 3

Diploma and Extended Diploma in Creative Practice: Art, Design and Communication

Learning outcomes On successful completion of this unit the student will be able to:	Assessment criteria On successful completion of this unit the student can:
L01 Develop skills within 2-dimensional creative practices	1.1 Explore materials, methods, techniques and processes used in 2-dimensional creative practices 1.2 Experiment with 2-dimensional creative practice materials, methods, techniques and processes in the context of ethical and environmental consideration 1.3 Assess the use of materials, methods, techniques and processes used in 2-dimensional creative practice 1.4 Refine the application and use of appropriate materials, methods, techniques and processes in 2-dimensional creative practices
L02 Develop skills within 3-dimensional creative practices	2.1 Explore materials, methods, techniques and processes used in 3-dimensional creative practices 2.2 Experiment with 3-dimensional creative practice materials, methods, techniques and processes in the context of ethical and environmental consideration 2.3 Assess the use of materials, methods, techniques and processes used in 3-dimensional creative practice 2.4 Refine the application and use of appropriate materials, methods, techniques and processes in 3-dimensional creative practices
L03 Develop skills within 4-dimensional creative practices	3.1 Explore materials, methods, techniques and processes used in 4-dimensional creative practices 3.2 Experiment with 4-dimensional creative practice materials, methods, techniques and processes in the context of ethical and environmental consideration 3.3 Assess the use of materials, methods, techniques and processes used in 4-dimensional creative practice 3.4 Refine the application and use of appropriate materials, methods, techniques and processes in 4-dimensional creative practices
L04 Solve problems within creative practices	4.1 Describe problems encountered within creative practices 4.2 Propose solutions to problems encountered within creative practices 4.3 Apply solutions that resolve problems encountered within creative practices 4.4 Assess solutions to problems encountered within creative practices

UAL Level 3

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Learning outcomes

On successful completion of this unit the student will be able to:

LO5

Use safe working practices within the creative environment

Assessment criteria

On successful completion of this unit the student can:

- 5.1 Identify safe working practice requirements within a creative environment
- 5.2 Assess the requirements of safe working practice
- 5.3 Apply safe working practice requirements within a creative environment

LO6

Use presentation techniques to present creative practices

- 6.1 Explore presentation techniques to communicate creative ideas and outcomes
 - 6.2 Use relevant presentation techniques to display creative practices
 - 6.3 Evaluate the effectiveness of presentation techniques to communicate creative practices
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Ella Boston, Leeds
Arts University,
Foundation Art and
Design



Content

L01

Develop skills within 2-dimensional creative practices

- > 2-dimensional creative practices used in creative industries and non-creative industries
- > Characteristics, uses and limitations of different and diverse materials used in 2-dimensional creative practices
- > Influence of sustainability and ethics on materials, methods, processes and techniques used in 2-dimensional creative practice
- > How materials, methods, processes and techniques are used by practitioners
- > Resources required for 2-dimensional creative practices e.g. tools, practical skills, equipment, technologies
- > Uses and limitations of methods, processes and techniques used in 2-dimensional creative practices
- > How to select and combine materials, methods, techniques and processes
- > How to assess own 2-dimensional creative practice:
 - strengths and weakness in practice
 - link to planned intention and purpose
 - lessons learnt
 - areas for development
- > Refinement of application of materials, methods, techniques and processes to produce outcomes

L02

Develop skills within 3-dimensional creative practices

- > 3-dimensional creative practices used in creative industries and non-creative industries
- > Characteristics, uses and limitations of different and diverse materials used in 3-dimensional creative practices
- > Influence of sustainability and ethics on materials, methods, processes and techniques used in 3-dimensional creative practice
- > How materials, methods, processes and techniques are used by practitioners
- > Resources required for 3-dimensional creative practices e.g. tools, practical skills, equipment, technologies
- > Uses and limitations of methods, processes and techniques used in 3-dimensional creative practices
- > How to select and combine materials, methods, techniques and processes
- > How to assess own 3-dimensional creative practice:
 - strengths and weakness in practice
 - link to planned intention and purpose
 - lessons learnt
 - areas for development
- > Refinement of application of materials, methods, techniques and processes to produce outcomes

UAL Level 3

Diploma and Extended Diploma in Creative Practice: Art, Design and Communication

L03

Develop skills within 4-dimensional creative practices

- > 4-dimensional creative practices used in creative industries and non-creative industries
- > Characteristics, uses and limitations of different and diverse materials used in 4-dimensional creative practices
- > Influence of sustainability and ethics on materials, methods, processes and techniques used in 4-dimensional creative practice
- > How materials, methods, processes and techniques are used by practitioners
- > Resources required for 4-dimensional creative practices e.g. tools, practical skills, equipment, technologies
- > Uses and limitations of methods, processes and techniques used in 4-dimensional creative practices
- > How to select and combine materials, methods, techniques and processes
- > How to assess own 4-dimensional creative practice:
 - strengths and weakness in practice
 - link to planned intention and purpose
 - lessons learnt
 - areas for development
- > Refinement of application of materials, methods, techniques and processes to produce outcomes

L04

Solve problems within creative practices

- > Types of problems e.g. theoretical, conceptual, practical, aesthetic
- > Methods for identifying problems
- > Troubleshooting and finding alternative solutions to problems
- > How existing practitioners have solved practical problems
- > How to select the most appropriate solution to problems
- > Factors that impact the selection and implementation of solutions e.g. time constraints, resources constraints, skills constraints
- > Impact of chosen solution
- > Lessons learnt and next steps

L05

Use safe working practices within the creative environment

- > Protocols for safe operation and use of equipment and machinery
- > How to manage, reduce and/or eliminate risk
- > Current regulations on the control of substances hazardous to health (COSHH), personal protective equipment (PPE)
- > Safe working practices for self and when working with others
- > Risk assessment and Job Hazard Analysis
- > How to follow appropriate regulations and legislations
- > How to maintain safe working practices for self and others
- > Safe working practices with materials, methods, techniques and processes

UAL Level 3

Diploma and Extended Diploma in Creative Practice: Art, Design and Communication

LO6

Use presentation techniques to present creative practices

- > Presentation techniques related to 2-dimensional, 3-dimensional and 4-dimensional creative practices
- > How existing practitioners present 2-dimensional, 3-dimensional and 4-dimensional creative practices
- > Format of presentation – physical and digital
- > Influences on presentation choice e.g. social, cultural, ethical, costing, resources requirements, intention and purpose, achievability, clarity and visual language
- > How to present work professionally for:
 - creative practice
 - consumer and/or audience, client or customer
 - intention and purpose
 - any other specific requirements e.g. costing
- > How to evaluate present techniques e.g. feedback, research
- > How to evaluate the practicalities of presentation techniques used
- > Consideration of consumer/audience and how that influences presentation style
- > The practicalities of presentation techniques used e.g. time management, logistical planning

Assessment and evidence requirements

Each student must create a portfolio of evidence to demonstrate their achievement of all the learning outcomes within the unit. Students can demonstrate that the learning outcomes have been met in a variety of ways such as visually, written, orally, or in a digital or physical format.

The portfolio of evidence *could* include:

- > Records of reflection and evaluation
- > Records of advice and guidance
- > Records of contextual perspective
- > Records of research
- > Records of materials, processes and technical skills exploration
- > Records of visual language experimentation
- > Explorations of elements of visual language as a tool for creative activity.
- > Records of discussions, critiques and presentations
- > Annotated sketchbooks
- > Studio/workshop journals
- > Presentations
- > Blogs

This list is not exhaustive: students should be encouraged to develop the most appropriate evidence to demonstrate their achievement of the unit learning outcomes and assessment criteria.

Centres should assess holistically, recognising the integrated nature of evidence occurring across the learning outcomes.