## Criterion C: Realising (Year 1)

**Students create a solution. At the end of the course, they should be able to:**

* Construct a logical plan-for-manufacture, which describes the efficient use of time and resources, sufficient for peers to be able to follow the plan to create the solution.
* Demonstrate excellent technical skills when making the solution.
* Follow the plan-for-manufacture to make the solution which functions as intended.
* Fully justify changes made to the chosen design and plan when making the solution.
* Present the solution as a whole, either:
  + - in electronic form, or through photographs/videos of the product/solution from different angles showing details.

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| **Criterion** | Level | **Generic Descriptors** | **Task Specific Clarifications** |
| ***Criterion C***  ***Realising*** |  | Demonstrates minimal technical skills when making the solution.  Makes the solution which functions poorly and is presented in an incomplete form. |  |
| **3 – 4** | Lists the main steps in a plan-for-manufacture that contains some details, resulting in peers having difficulty following the plan.  Demonstrates adequate technical skills when making the solution.  Makes the solution, which partially functions and is adequately presented. | You have written a step-by-step guide as to how you made your game that is a little confusing.  You have shown some skills with Corel Draw and with when making your game.  You have followed instructions and occasionally asked for teacher assistance. Your game looks good and works reasonably.  You have a series of clear photographs of your game. |
| **5 – 6** | Lists the steps in a plan-for-manufacture, which considers time and resources, resulting in peers being able to follow the plan.  Demonstrates proficient technical skills when making the solution.  Makes the solution which functions as intended and is presented appropriately. | You have written a clear step-by-step guide as to how you made your game. You have explained the tools used, materials used and the time taken.  You have shown good skills with Corel Draw and with when making your game.  You have followed instructions and your game looks great and works almost perfectly.  You have a few clear photographs of your game. |
| **7 - 8** | Outlines a plan-for-manufacture, which considers the use of resources and time, sufficient for peers to be able to follow the plan to create the solution.  Demonstrates excellent technical skills when making the solution.  Follows the plan-for-manufacture to make the solution which functions as intended and is presented appropriately | You have written a clear step-by-step guide as to how you made your game. You have explained the tools used, materials used and the time taken.  You have shown excellent skills with Corel Draw and with when making your game. You game looks great and works perfectly.  You have followed instructions well and have not needed much teacher assistance. You have a series of clear photographs of your game. |