## Criterion B: Designing (Year 2)

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

* Create a design specification which clearly states the success criteria for the design of a solution.
* Develop a range of feasible design ideas using a range of appropriate mediums and detailed annotation so that they can be interpreted by others.
* Present and justify the final chosen design with detailed reference to the design specification.
* Create detailed planning drawings/diagrams and outline the requirements for the creation of the chosen solution.

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| **Criterion** | Level | **Generic Descriptors** | **Task Specific Clarifications** |
| ***Criterion B***  ***Designing*** |  |  | You have added one extra pint to the specification  Only one of your designs is completed. (with explanations)  You did not complete your design using *Corel Draw* |
| **1 – 2** | States one basic success criteria for a solution.  Presents one design idea.  Creates an incomplete planning drawing/diagram. |
| **3 – 4** | States a few success criteria for the solution.  Presents one feasible design idea using an appropriate medium(s) or labels key features that can be interpreted by others.  States the key features of the chosen solution.  Creates a planning drawing/diagram or lists requirements for the creation of the chosen solution. | You have added 3 -4 new specification points to your deign specification  You have completed at least one design sketch of good quality that makes sense.  You have re-drawn you best design and have explained game-play, size, theme etc.  You have created a drawing using *Corel Draw* that can be made and that explains how you will make it. |
| **5 – 6** | States a few success criteria for the solution.  Presents a few feasible design ideas using appropriate medium(s) and labels key features that can be interpreted by others.  Presents the chosen design stating the key features.  Creates a planning drawing/diagram and lists the main details for the creation of the chosen solution. | You have added 4-5 new specification points to your deign specification.  You have completed 2-3 design sketch of good quality that make sense, with labels and/or a key.  You have re-drawn you best design very well and have explained game-play, size, theme etc.  You have created a drawing using *Corel Draw* that can be made easily and that explains how you will make it. |
| **7 - 8** | Creates a list of success criteria for the solution.  Presents feasible design ideas using an appropriate medium(s), outlines the key features and can be correctly interpreted by others.  Presents the chosen design describing the key features.  Creates a planning drawing/diagram which outlines the main details for making the chosen solution. | You have added 5 or more new specification points to your deign specification.  You have completed 4 or more design sketches of good quality, which make sense, with clear labels and/or a key.  You have re-drawn you best design to an excellent standard and have fully explained game-play, size, theme etc.  You have created a drawing using *Corel Draw* that can be made easily and that explains exactly how you will make it. |