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021106T4GPH

GRAPHIC DESIGN LEVEL 6

VA/OS/GD/CR/06/6

Produce Graphic Illustrations

July/August 2025

TVET CURRICULUM DEVELOPMENT, ASSESSMENT AND CERTIFICATION COUNCIL (TVET CDACC)

PRACTICAL ASSESSMENT

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INSTRUCTIONS TO THE ASSESSOR

1. You are required to mark the practical as the candidate performs the tasks.
2. You are required to take video clips at critical points.
3. Ensure the candidate has an identification tag pinned at the back and front near the shoulders showing Candidate's name and registration code.

OBSERVATION CHECKLIST

Candidate's name & Registration Code			
Assessor's name & Registration Code			
Unit of Competency	**Produce Graphic Illustrations**		
Venue of Assessment			
Date of assessment			
Items to be evaluated: *Please award marks as appropriate. Give a brief comment on your observation.*	**Marks available**	**Marks obtained**	**Comments**
Task 1: Creating a Mood Board			
1. Prepared a working area as per requirements *(Award 2 marks or 0)*	**2**		
2. Selected appropriate tools as per the brief *(Award 2 marks or 0)*	**2**		
3. Created a digital mood board • Visual Consistency & Cohesion • Color Palette • Imagery *(Award 2 marks of 0 for each item)*	**2** **2** **2**		
Sub Total 1	**10**		
Task 2: Create Design Sketches			
4. Hand drawn sketches • Silhouette • Proportions • Line Quality *(Award 2 marks of 0 for each item)*	**2** **2** **2**		

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Sub Total 2	**6**		
Task 3: Create a Digital Cartoon			
5. Create the digital character for the comic strip • Used different types of line • Used appropriate colour. Warm, contrasting, aesthetic • Asymmetrical /symmetrical, • Created movement. motion, energy dynamism (any three) • Created humour • Created interesting character • Created mood • Shape and form *(Award marks as indicated)*	**3** **3** **2** **2** **2** **2** **2** **2**		
6. Personality & Expression Facial • Clear Expressions • Body Language • Clothing/Accessories. *(Award 2 marks of 0 for each item)*	**2** **2** **2**		
7. Originality & Creativity • Uniqueness: Does the character stand out from others in the same genre? • Inventiveness: Are there interesting *(Award 2 marks of 0 for each item)*	**2** **2**		
Sub Total 3	**28**		
Task 4: Creating A Narrative			
8. Character Identity Storytelling			

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• Clear Archetype or Role • Backstory assets • Emotional Impact • Identified character by name • Identified features • Identified character of the cartoon • Identified role of character *(Award 1 mark for each item)*	**7**		
Sub Total 4	**7**		
Task 5: Submission 0f Work			
9. Presented of manual sketches *(Award 2 marks or 0)*	**2**		
10. Presented mood board *(Award 2 marks or 0)*	**2**		
11. Presented a digital cartoon character *(Award 2 marks or 0)*	**2**		
12. Presented typed narrative *(Award 2 marks or 0)*	**2**		
Sub Total 5	**8**		
GRAND TOTAL	**59**		

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ASSESSMENT OUTCOME

The candidate was found to be:

Competent ☐ Not yet competent ☐

(Please tick as appropriate)

(The candidate is competent if the candidate obtains at least 50%)

Feedback from candidate:

Feedback to candidate:
Candidate's Signature **Date** **----------** **----------**
Assessor's Signature **Date** **----------** **----------**

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