

Centre number	193
College	West Thames College
Pathway	Animation Diploma
Level	3
Year	2026/2027
Tutor(s)	Charlie Lally Eduardo Oliveira Paul Whyte

Induction Assignment – Order & Chaos

L3 Creative Practice Diploma: Art, Design & Communication

Unit 01 – The Creative Process

Unit 02 – Developing Creative Practice

Start	Formative Assessment & Feedback	Summative Assessment
01/09/2026	W/C 21/09/26	W/C 28/09/26
		

Project overview and context

Order & Chaos explores the relationship between structure and unpredictability. Order is associated with control, balance, pattern, and organisation, while chaos represents disorder, movement, and uncertainty. Artists often use the tension between these opposite themes to create meaning, express emotions, and reflect the complexities of the world around us. Through this theme, you will investigate how order and chaos can work together or clash within your own artwork.

In this project you will develop your understanding of 'Creative Design'. These are the building blocks of Game Design and include Level, Iteration, Logic, contrast/tone and space. Levels use visual elements alongside principles of design. For example, Conceptual level design helps build an initial idea before production starts.

The Mechanic choices and Visual elements within your work make it successful or engaging to the viewer. You will learn the visual vocabulary of Design. During this 3-week project, you will work across 2D, 3D & Digital, experimenting with digital techniques informed by research into artists & industry practitioners.

Project description and requirements

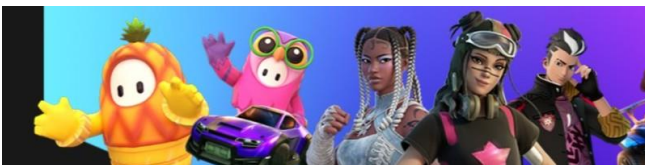
Personal blog Unit 2- 6.1



You will create and maintain a personal blog using WordPress. Your blog will act as a digital portfolio where you will present your research, visual studies, outcomes, reflections, and project development. You will be expected to update this weekly.

Secondary Research Unit 1- 1.2

You will be introduced to secondary research and learn how artists, designers, animators, and other creative practitioners gather inspiration and develop ideas. You will investigate relevant artists and sources, analyse their work, and consider how their approaches and techniques can inform and influence your own work.



Practical Exploration Unit 1- 4.1 Unit 2- 1.1, 2.1, 4.1

During your Animation and 3D lessons, you will take part in a range of practical workshops and experiments. These activities will encourage you to

explore different software, processes, techniques, and creative approaches while developing confidence in recording and communicating ideas visually.

Reflection and Evaluation Unit 1- 1.1, 3.1 Unit 2- 4.1, 5.1



An important part of creative practice is learning how to review and evaluate your work. Throughout the project, you will reflect on your progress, identify strengths and areas for improvement. Written reflections

should be included on your blog as dev-logs, alongside your practical work. At the end of the project, you will complete a final evaluation using the guidance provided. This review will allow you to reflect on your achievements, challenges, skills development, and overall progress during the project. You should consider how your ideas evolved and what you have learned from the experience.



College & course Induction & Guidance

During the induction project, you will be introduced to the key information and support services available throughout your course. This includes understanding the college Standards for Success contract, attendance and punctuality policy, learning how to access your college email, computer accounts and passwords, and setting up a personal WordPress blog to document all work for assessment.

You will discover where to find support for careers advice, financial assistance, and personal wellbeing, as well as learn how to navigate the college campus and facilities. The induction will also give you the opportunity to meet your teachers, technicians, and support staff

Blog Workshop and Independent Study

You will upload all project work to a personal blog during the weekly Blog Workshop lesson. However, you should also expect to update your blog regularly outside of timetabled sessions and complete any unfinished work independently. Successful project outcomes rely on consistent engagement, organisation, and self-directed study.

Remote Learning Tasks

Each week, you will be set a piece of remote work through Microsoft Teams. These tasks should be completed independently and uploaded to your blog on a weekly basis for assessment. Regular completion of remote learning activities will help you develop research, creative, and organisational skills while supporting your progress throughout the course. Students who have already achieved a grade 4 or above in GCSE English and Maths will complete a weekly Academic Skills task. These activities are designed to develop higher-level study skills, independent learning, communication, research, and critical thinking, helping you prepare for progression to higher education or employment.

Assessment Criteria

When assessing your work, lecturers will consider how effectively you have interpreted and responded to the project tasks. They will evaluate the quality and relevance of your research, how you have used materials, processes, and techniques creatively, and the extent to which you have developed and communicated your ideas through both practical outcomes and written reflections.

Academic Skills

Using Artificial Intelligence (AI)

AI can be a useful tool to support your learning and creative development. You may use AI to help generate research ideas, explore different perspectives on a theme, improve planning, and proofread or check the grammar of your written work. However, all creative decisions, practical artwork, and written reflections must be your own. AI should not be used to generate artwork, complete project tasks, or write personal evaluations and reflections on your behalf.

Portfolio submission:

Evidence must include;

- Project proposal
- Primary & Secondary Research
- Developmental project work
- Outcome and/or final pieces
- Reflective & Evaluative
- Summative Evaluation



Hand-made outcomes:
Photograph or scan any physical work and 3D pieces and upload as evidence.



Work created digitally:
edits, drafts and final pieces. Add screenshots to show development.



Animation, video, screen recordings must be embedded or linked and set to public or unlisted.



Upload all evidence in one place: scans, photos, PDFs, slides, digital work and any other media.

