

Centre number	193
College	West Thames College
Pathway	Creative Design
Level	3 – Year 2
Year	2026/2027
Tutor(s)	Anita Kapila Eduardo Oliveira Paul Whyte

Induction Assignment – Order & Chaos

L3 Creative Practice Extended Diploma: Art, Design & Communication

Unit 04 – Researching a Specialist Industry Practice L01, L02, L04, L05

Unit 05 – Specialist Technical Skills Development L01, L03, L04, L05

Start	Formative Assessment & Feedback	Summative Assessment
01/09/2026	w/c 21/09/26	w/c 28/09/26



Project Overview and Context

What do the words order and chaos mean to you? Where do you encounter examples of order and chaos in everyday life? Consider natural environments, cities, architecture, social interactions, technology, sound, movement and personal experiences.

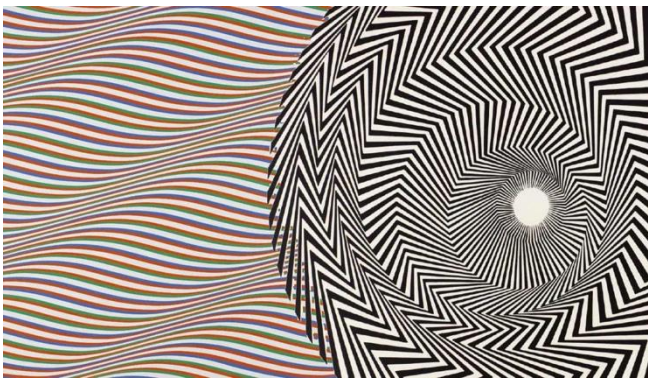
Artists and designers often work between control and unpredictability. Some create highly structured, organised compositions using repetition, systems and precision. Others embrace chance, spontaneity and experimentation. Many contemporary practitioners combine both approaches to create dynamic and engaging work.

In this project you will re-visit the visual elements, building on your knowledge from last year, to explore the work of other artists and produce your own in-depth technical practical exploration, developing a refined understanding of materials through a series of experimental and development pieces.

This personal work will incorporate ideas from your research and evidence regular critical reflection through your blog.

Project Description and Requirements

Developing your own understanding of the visual elements will help you to explore your aesthetic awareness and give your artworks purpose. In this project you will explore the use of a wide range of materials, techniques and processes. You will also consider principals of design, including balance, contrast, rhythm and repetition. You will develop the language needed to discuss your art work too, or the work of others, whether it be real, imagined, visual or tactile.



This year you will work more independently within your subject areas, and you will explore different artists and experiment with mark making techniques during this quick and fast-moving 3-week project. Through experimentation you will investigate how apparent randomness can still create order.

In 2D you will have the option to investigate the work of Jackson Pollock and Bridget Riley, amongst others, whose work is often described as chaotic and ordered through abstract methods and optical illusion. In 3D you will study and create pieces inspired by the work of Richard Serra and Chiharu Shiota. Serra's work explores balance, structure, weight and physical space through sculptural forms using industrial materials. Shiota's work explores memory, connections and organised networks through her immersive installations using thousands of interconnected threads.



This experimentation will not only recap the visual elements, but also remind you of Health & Safety and materials and techniques which are unique to the subject areas of 2D, 3D & Digital this year.

Your coursework will be balanced with practical work being the primary focus when in college, and theory and independent practical work continuing in your own time and during mandatory remote tasks, set on a weekly basis via the course blog & Microsoft Teams.



At assessment, your Lecturers will be considering how you interpreted and approached the tasks and how your own experimental and development work was influenced by your artist research. You will continue

to fully reflect on your progress, identify strengths and areas for improvement, and should be included on your blog alongside your practical work. At the end of the project, you will complete a final evaluation using the guidance provided. You should consider how your ideas evolved and what you have learned/ developed from the experience.

Students working towards higher grading criteria should demonstrate a wide range of experimental work evidencing consistent use of personal critical reflection to inform practical work.

College & Course Induction & Guidance Reminders

You will be reminded of key information and support services available throughout your course. This includes the college Standards for Success contract, attendance and punctuality policy, accessing your college email, computer accounts and passwords, and setting up your WordPress blog to document all work for assessment.

Blog Workshop

You will upload all project work to your WordPress blog during your weekly Blog Workshop sessions, which take place on Tuesdays. However, you should also update your blog regularly outside of college and complete any unfinished work independently.

Independent Study

Successful project outcomes rely on consistent engagement, organisation, and self-directed study, and this is especially the case this year, in year 2, where you are required to work much more **independently**, self-managing your projects. During project 2 and the FMP you will be specialising within your chosen pathway, giving you the chance to fully *show off the art you love to make and the artist you have become!* Any personal industry visits to galleries/ exhibitions/ events/ talks/ workshops, any personal artwork undertaken or work experience related to the course should also be documented on your blogs throughout year 2 and used as inspiration for project work, as it will form part of your assessment.

Remote Learning Tasks

As like last year, each week you will be set a piece of remote homework through Microsoft Teams, set by your Course Leader. These tasks should be completed independently and uploaded to your blog on a weekly basis for assessment. Regular completion of remote learning tasks is compulsory as they are designed to supplement your coursework, helping you to achieve high grades. Students who have already achieved grades 4 or above in GCSE English and Maths will also 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 critical reflections.

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 proof read 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.

