

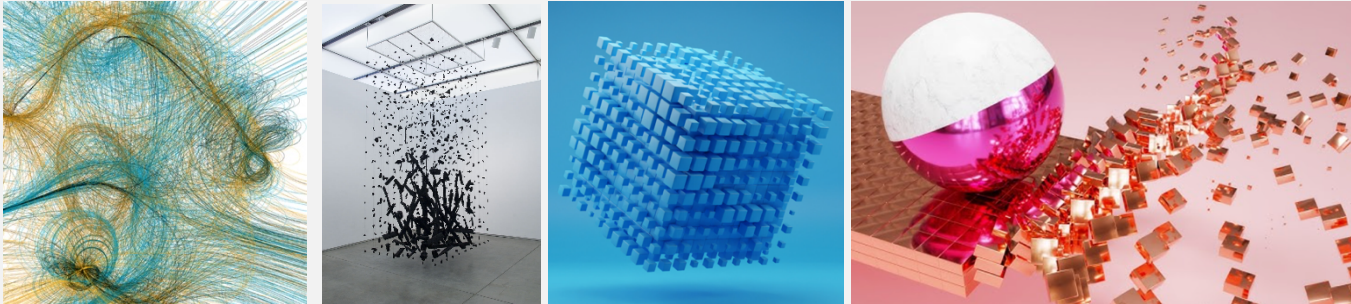
Centre number	193
College	West Thames College
Pathway	Digital Arts
Level	2
Year	2026/2027
Tutor(s)	Eduardo Oliveira Paul Whyte

Induction Assignment – Order & Chaos

L2 Creative Practice Diploma: Art, Design & Communication

Unit 01 – Intro to Materials, Processes & Technical Skills

Unit 02 – Intro to Contextual Research

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 difference between things that are organised, controlled and predictable, and things that are messy, unpredictable and constantly changing. Order can be seen through pattern, balance, structure and repetition, whereas Chaos might involve randomness, disruption, movement and a lack of control. Artists can use these contrasting ideas to influence how their work looks, feels and communicates.

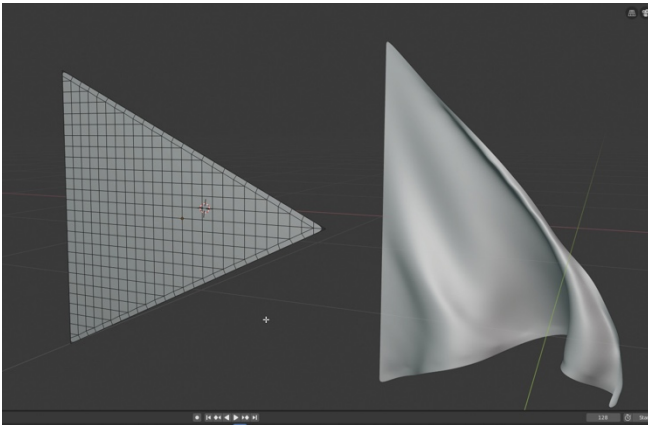
In this project, you will develop your understanding of the Visual Elements: line, shape, colour, texture, pattern, form, tone and space. These are the building blocks of art and design and can be combined in different ways to communicate ideas and create visual effects. You will also explore principles of design and colour theory, looking at how choices such as colour, contrast, balance and repetition can create different moods, movement and areas of focus.

During this project, you will explore Order & Chaos through Animation, 3D and Digital. You will experiment with mark-making and movement in Animation and Digital sessions, while using a range of materials, tools and techniques to explore form and space in 3D. You will also research relevant artists, using their work to inspire your own ideas and introduce you to different ways of working. Throughout the project, you will develop your practical skills through experimentation, problem-solving and creative risk-taking.

Project description and requirements

Personal blog Unit 2

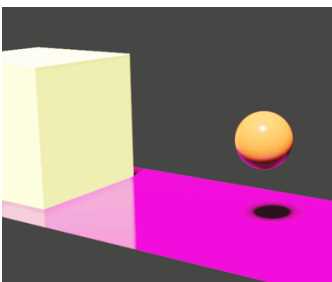
You will create and maintain a personal blog using WordPress. Your blog will act as a digital sketchbook where you will present your research, experiments, outcomes, reflections, and project development. You will be expected to update this weekly.



Secondary Research Unit 2

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

Practical Exploration Unit 1

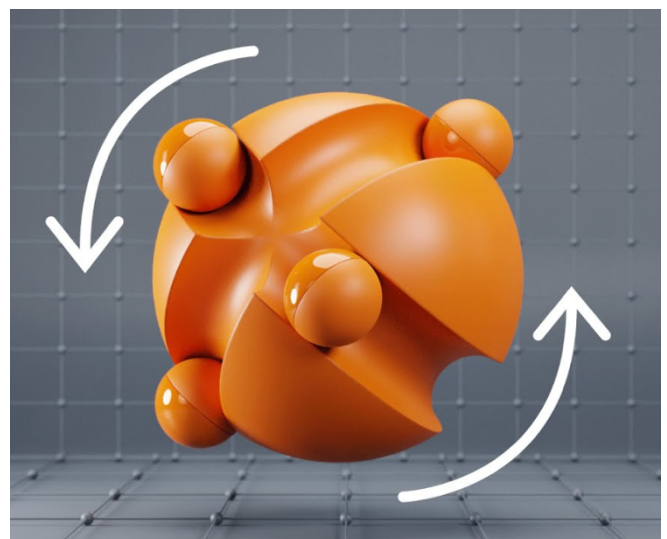


During your Digital, Animation and 3D lessons, you will take part in a range of practical workshops and

mark-making experiments. These activities will encourage you to explore different materials, processes, techniques, and creative approaches while developing confidence in recording and communicating ideas in a visual way.

Reflection and Evaluation-Unit 1 & 2

An important part of creative practice is learning how to **reflect** and **evaluate** your work. Throughout the project, you will regularly look back (reflect) on your progress, identify strengths and areas for improvement. Written reflections 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. 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 better study skills, more independence in learning, communication, research, and critical thinking, helping you prepare for progression to higher education or employment.

Assessment Criteria

When your lecturers assess your work, they will look at how well you have understood and responded to the project tasks. The aim is to show that you have researched, experimented, developed your ideas and made creative decisions throughout the project.

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.

Digital Portfolio submission:

Evidence must include;

- Project proposal
- Primary & Secondary Research
- Developmental project work
- Outcomes and/or final pieces
- Reflections & Evaluations
- Final Evaluation.



Hand-made outcomes:

Photograph or scan any 3D pieces in stages and upload as evidence.



Work created digitally:

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.