

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

Project 1: Making & Unmaking

L2 Creative Practice Diploma: Art, Design & Communication

Unit 03 – Intro to Drawing Skills | 1.1, 2.1, 2.2, 3.1,4.1, 4.2

Unit 04 – Intro to Communication Skills in Art & Design | 1.1, 2.1, 2.2

Start	Formative Assessment & Feedback	Summative Assessment
W/C 05/10/2026	W/C 02/11/26	W/C 09/11/26
   		

Project overview and context

The theme Making & Unmaking explores the creative process of building, transforming, taking apart and reconstructing ideas, objects and artworks. Artists and designers often experiment by combining materials, breaking traditional rules, reusing existing work and discovering unexpected possibilities. Throughout this project, you will be encouraged to explore different approaches, experiment with unfamiliar techniques and take creative risks. You will investigate how the processes of making and unmaking can inspire new ideas and help you develop your own personal and creative response to the theme.

In this project, you will be introduced to the Design Cycle, learning how to develop ideas through research, experimentation, planning, production and evaluation. You will investigate the work of relevant artists and designers and explore techniques such as mixed media, printmaking, layering, digital collage, painting, drawing and sculpture. You will experiment with combining, manipulating and transforming different materials using traditional and digital media to create original outcomes. Throughout the project, you will develop your practical skills, independent thinking and creative problem-solving abilities while learning to manage your time, meet deadlines and communicate your artistic decisions.

Project description and requirements

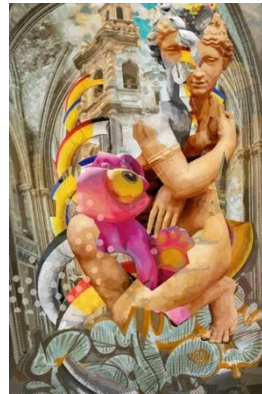
You will begin the Making & Unmaking project by developing your research skills. You will investigate relevant artists and designers through secondary research and take part in a primary research trip to collect photographs, sketches and other visual information. You will use your findings to inspire practical experiments, exploring how images, objects and ideas can be created, taken apart, transformed and reconstructed.



Throughout the project, you will experiment with materials, processes and digital techniques to develop your interpretation of Making & Unmaking. You will explore approaches across 2D, 3D and Digital Media, combining traditional and digital methods to create unexpected outcomes. As the project progresses, you will develop selected ideas to produce a personal creative response to the theme.

You must document your research, planning, experimentation, development and final outcomes on your project blog. Explain how research influenced your creative decisions, reflect on experiments and identify improvements. Demonstrate your understanding of the Design Cycle and show how your ideas developed throughout the project.

You will take part in a short employer-led competition, working in groups on a two-day creative brief. You will use research, teamwork and problem-solving skills to develop and present a creative solution.



At the end of the project, you will present your research, experiments and practical outcomes in a short presentation to a small group. You will explain your creative decisions, evaluate your progress and receive constructive feedback.

Your assessment will consider how effectively you have interpreted the theme, used research to develop ideas, experimented with materials and techniques, and evaluated your process. College sessions will focus on practical work, while research and independent tasks will continue through remote learning. See artwtc.com for weekly tasks and deadlines.



You will also attend a one-to-one meeting with your course leader to review your progress, discuss your employability skills and identify what you need to improve to work towards your target grade.

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.