

Design and Production – Project Studio

DAP215116

15 TCE Points



You will work through the following units as part of Design and Production – Project Studio

Unit 1: Foundations – Design Skills and Studio Practice

Students are introduced to the Project Studio environment, exploring a range of materials, tools, and technologies. Through teacher-guided design tasks, the focus is on developing practical skills and confidence in working with materials and techniques, while also learning the design process of generating, testing, and refining ideas.

Unit 2: Minor Project – Guided Design and Production

Students complete a teacher-guided minor project, applying the design process to develop and produce a solution. Within this structure, students make choices about their design direction and the materials, tools, and processes they use, building independence in preparation for the Major Project.

Unit 3: Major Project – Self-Directed Design and Production

Students develop their own design brief and complete a self-directed project, applying the design process to investigate, generate, produce, and evaluate a solution. They select and combine appropriate materials, tools, and processes, documenting their work in a design folio.

How you'll be assessed:

Common types of internal assessments are:

- Project-based assessment, including practical production and design folio work

To be successful in this subject, you will need:

- A willingness to engage in practical work and develop your skills
- Creative and critical thinking to explore ideas and solve problems
- The ability to communicate ideas visually
- Organisation and time management to complete projects and refine your work

Week	Date	2026 Program of Learning	Notes / Assessments
1	2 Feb	Introduction to Project Studio and Design Interests Activity to identify student strengths, interests, and preferred materials/technologies.	Yr 11s and 12s return February 5 (Thursday)
2	9 Feb	Skill Focus: Graphic Development Introduction to elements and principles of design. Develop initial ideas through sketching and begin creating a simple 2D graphic using a digital tool.	
3	16 Feb	Continue development and finalise a simple 2D graphic. Apply the design to a chosen output (e.g. print, vinyl cut, or transfer).	Journalling and Product due at end of lesson 3.
4	23 Feb	Skill Focus: Tie-Dye Techniques Introduction to dyeing techniques. Explore and test processes.	Wednesday 25 Feb – Launceston Cup (LC students work from home)
5	2 Mar	Continue exploration and apply dyeing techniques to develop outcomes.	
6	9 Mar	Refinement and completion of dyed outcome.	Monday 9 Mar – Public Holiday Journalling and Product due at end of lesson 3.
7	16 Mar	Skill Focus: 3D Printing Introduction to 3D printing processes. Teacher-led modelling of a simple object.	
8	23 Mar	Production of a 3D printed object following a guided process.	Journalling and Product due at end of lesson 3.
9	30 Mar	Skill Focus: Laser Cutting Introduction to laser cutting processes. Learn safe use of equipment and create a teacher-led prototype.	Friday 3 April – Good Friday (Easter Break – return Wednesday 8 April)
10	6 Apr	Develop the design for a laser-cut bookmark or keyring, applying learned processes and techniques.	Easter Monday – 6 April Easter Tuesday – 7 April
11	13 Apr	Refine idea and produce a laser-cut bookmark or keyring.	Journalling and Product due at end of lesson 3.
Term 1 break – 20 April – 3 May			
1	4 May	Minor Project: Guided Design and Production Introduction to project. Select a design direction from a teacher-provided range, such as wearable items, stands or holders (e.g. phone or jewellery), or decorative objects, and begin developing ideas.	
2	11 May	Investigate and develop ideas through sketching and research.	
3	18 May	Begin prototyping and continue development of ideas.	
4	25 May	Continue prototyping, testing, and refining ideas.	
5	1 June	Refine design and prepare for production.	Friday 5 June – Moderation Day (LC students work from home) TBC
6	8 June	Complete production and finalise work.	Monday 8 June – Public Holiday Journalling and Product due at end of lesson 3.
7	15 June	Major Project: Self-Directed Design and Production Reflection on prior projects and identification of strengths and interests. Begin research and investigation to inform design brief. Project must incorporate a minimum of two materials.	
8	22 June	Continue research and refine the design brief. Begin generating ideas through sketching and exploring possible materials.	
9	29 June	Develop ideas and begin prototyping using selected materials and processes. Reflect on outcomes to inform next steps.	Mid-Year Assessments Level 3 & 4 Start Wed 1 st July – Wed 8 th July TBC
10	6 July	Continue prototyping and testing materials, construction methods, and finishes. Reflect and refine ideas based on testing.	Mid-Year Assessments Level 3 & 4 Start Wed 1 st July – Wed 8 th July TBC
Term 2 break – 11 July – 26 July			
1		Refine design direction and make decisions about materials, processes, and construction.	
2	3 Aug	Finalise design and prepare for production.	
3	10 Aug	Begin production of final outcome.	
4	17 Aug	Continue production and resolve design or making challenges.	
5	24 Aug	Continue production and refine outcome.	
6	31 Aug	Complete project and finalise documentation, including reflection on design process and outcome.	Journalling and Product due at end of lesson 3.
7	7 Sep	Final Project: Gift Design or Upcycle Challenge Introduction to project. Select a design direction and begin research and idea generation.	
8	14 Sep	Develop ideas through sketching and prototyping using selected materials and processes.	
9	21 Sep	Continue development through sketching, prototyping, and testing.	
10	28 Sep	Refine design direction based on testing.	
Term 3 break – 3 October – 18 October			
1	19 Oct	Produce final outcome using selected materials and processes.	
2	26 Oct	Refine and complete the product.	
3	2 Nov	Course Completion and Studio Reset Finalise any outstanding work, and clean and organise the learning space.	Monday 2 Nov – Public Holiday Journalling and Product due at end of lesson 3.
Exams begin (Monday 9th November) - Exams end (Friday 13th November)			

COMPLETION OF WORK POLICY

Assessment due dates are provided in the Program of Learning and on Canvas. Work must be submitted by the due date unless an approved extension has been granted. Unapproved late submissions will incur penalties as outlined in the *Completion of Work Policy*. Students needing extensions should contact their subject teacher before the due date with valid reasons, such as illness or unforeseen circumstances.

For more details refer to the Launceston College: [Completion of Work Policy](#).

ACADEMIC INTEGRITY

All senior secondary students in Tasmania are expected to uphold academic integrity, meaning they complete their work honestly and fairly. This includes properly referencing any ideas, images, or information borrowed from others, allowing teachers to distinguish between original and sourced content.

Assignments will be submitted through Canvas, email, hard copy as directed in the task sheet.

For more details, refer to the Launceston College: [Academic Integrity Policy](#).

REFERENCING

The APA referencing system is recommended for Project Studio.

COURSE DOCUMENT

The TASC website provides considerable information about the course. [Design and Production - TASC](#)

OTHER COURSE REQUIREMENTS

Specific Stationery in addition to starter pack:

- A4 Visual Art Journal

REVIEWING YOUR INTERNAL RATINGS

You will receive your Final Internal Ratings Report by email before results are sent to TASC.

If you think a rating is incorrect:

- Speak to your teacher first.
- If you are still concerned, complete the *Internal Ratings Review* Microsoft Form emailed with your report.
- You will need to provide two major work samples to support your request.

A review panel will consider your request and notify you of the outcome.

ASSESSMENT

Criterion-based assessment helps students see how well they're meeting course outcomes at the end of their study. While there is continuous feedback to guide learning, final assessments focus on showing what students have achieved by the end. Ratings are given as 'A', 'B', or 'C', based on course standards. A 't' indicates partial achievement below a 'C', and a 'z' means no evidence provided.

Schools follow TASC's quality assurance to keep standards consistent. More details are on the [TASC website](#). Final awards are based on both internal and TASC-supervised external assessments.

CRITERIA

The assessment for *Design and Production* Level 2 will be based on the degree to which the learner can:

1. plan, organise and complete design and production projects
2. use a design process in response to a brief
3. use techniques and processes to create objects
4. select and safely use materials, tools and equipment to construct objects
5. refine design choices and appraise design solutions
6. identify factors affecting design decisions and practice

AWARD REQUIREMENTS

The final award will be determined by Tasmanian Assessment, Standards and Certification from 6 ratings.

The minimum requirements for an award in *Design and Production* Level 2 are as follows:

EXCEPTIONAL ACHIEVEMENT (EA)

5 'A' ratings, 1 'B' rating

HIGH ACHIEVEMENT (HA)

2 'A' ratings, 3 'B' ratings, 1 'C' rating

COMMENDABLE ACHIEVEMENT (CA)

3 'B' ratings, 3 'C' ratings

SATISFACTORY ACHIEVEMENT (SA)

5 'C' ratings

PRELIMINARY ASSESSMENT (PA)

3 'C' ratings

A learner who otherwise achieves the ratings for a CA (Commendable Achievement) or SA (Satisfactory Achievement) award but who fails to show any evidence of achievement in one or more criteria ('z' notation) will be issued with a PA (Preliminary Achievement) award.