



NCFE Detailed Assessment Grid

This is a detailed assessment grid for the **NCFE Level 2 Certificate in Creative Craft (Art and Design) (601/3232/2/ART)**. It includes **Pass, Merit, and Distinction** criteria for each of the four mandatory units:

1. **M/506/2674 - Use materials, tools, and equipment to develop craft techniques**
2. **K/506/2673 - Investigate creative enterprise and employment opportunities**
3. **H/506/2672 - Develop craft ideas**
4. **L/506/2682 - Create, present, and evaluate final art and design item**

This ensures learners have **clear expectations** for their assessments and progression.

Additional Notes on Assessment

- **Pass Level:** Learners demonstrate the minimum required skills with some support.
- **Merit Level:** Learners apply skills more confidently, showing development and adaptability.
- **Distinction Level:** Learners show high-level creative thinking, problem-solving, and refinement of ideas.

This **structured assessment approach** ensures fairness and clarity in marking while aligning with **NCFE official assessment standards**.

NCFE Level 2 Certificate in Creative Craft (Art & Design) - Assessment Grid

Unit Title	Pass Criteria	Merit Criteria	Distinction Criteria
Use materials, tools, and equipment to develop craft techniques (M/506/2674)	- Demonstrates basic use of tools and materials safely. - Follows simple instructions to create craft items. - Identifies some strengths and weaknesses in technique.	- Uses tools and materials with confidence and accuracy. - Adapts techniques to improve outcomes. - Shows awareness of material properties and constraints.	- Demonstrates advanced craftsmanship with precision. - Innovates with materials and tools to enhance design. - Critically reflects on choices, showing deep understanding of techniques.
Investigate creative enterprise and employment opportunities (K/506/2673)	- Identifies at least two potential creative career paths. - Provides basic research on one enterprise opportunity. - Describes key skills required in the industry.	- Compares different creative careers with relevant examples. - Develops a simple plan for a creative business idea. - Identifies challenges and potential solutions in the sector.	- Conducts a detailed investigation of career opportunities. - Produces a well-researched plan for a creative enterprise. - Evaluates industry trends and their impact on employment.
Develop craft ideas (H/506/2672)	- Generates at least one idea with supporting sketches/notes. - Uses basic research to inform ideas. - Demonstrates limited exploration of different options.	- Develops multiple ideas, experimenting with different approaches. - Uses research effectively to refine concepts. - Explains the reasoning behind choices.	- Demonstrates a high level of creativity in idea development. - Justifies decisions with strong links to research. - Shows a clear design evolution process with refinement.
Create, present, and evaluate final art and design item (L/506/2682)	- Completes a final piece based on an initial plan. - Presents work in an appropriate format. - Provides a basic evaluation identifying strengths and weaknesses.	- Creates a well-executed final piece, demonstrating effective use of skills. - Presents work with attention to detail. - Provides a structured evaluation with insightful comments.	- Produces a high-quality final piece with excellent craftsmanship. - Presents work professionally, considering audience and context. - Provides a critical and reflective evaluation, suggesting improvements and next steps.

M/506/2674 - Use materials, tools and equipment to develop craft techniques (3 credits)

Below is a detailed **assessment grid** for each unit of the **NCFE Level 2 Certificate in Creative Craft (Art and Design) (601/3232/2)**. The criteria are structured to differentiate between **Pass, Merit, and Distinction** standards for each assessment point.

Assessment Criteria	Pass	Merit	Distinction
1.1 Select materials, tools, and equipment for craft techniques	Selects appropriate materials, tools, and equipment with guidance.	Independently selects and justifies choices of materials, tools, and equipment.	Demonstrates a refined understanding of material properties, selecting tools and techniques that enhance the final product.
1.2 Use materials, tools, and equipment safely	Uses materials, tools, and equipment with basic safety awareness.	Demonstrates good safety practices, explaining precautions taken.	Exhibits excellent safety standards, advising peers on best practices.
1.3 Develop craft techniques through practice	Demonstrates basic skill development in craft techniques.	Shows increasing confidence and proficiency in techniques.	Masters a range of craft techniques, applying them innovatively.
1.4 Identify and resolve practical issues in using materials and techniques	Recognizes problems and applies basic solutions.	Independently finds and applies effective solutions.	Anticipates potential challenges and develops creative solutions proactively.
1.5 Maintain a safe and organised working environment	Keeps work area tidy and follows basic safety protocols.	Maintains an efficient workspace, demonstrating awareness of safe working practices.	Sets an example of outstanding organisational skills and workplace safety.

K/506/2673 - Investigate Creative Enterprise and Employment Opportunities (5 credits)

Assessment Criteria	Pass	Merit	Distinction
1.1 Explore enterprises within a chosen craft area	Identifies examples of enterprises in the chosen craft area.	Explores a variety of enterprises, noting key characteristics.	Conducts an in-depth study of enterprises, identifying success factors and trends.
1.2 Explain what makes them successful	Gives a simple explanation of success factors.	Provides detailed analysis of factors contributing to success.	Critically evaluates success factors, comparing different enterprises.
1.3 Describe the market(s) for chosen craft area	Describes basic market characteristics.	Analyses market trends and demand for craft products.	Evaluates market potential and suggests business opportunities.
1.4 Identify opportunities in chosen market(s)	Lists potential opportunities.	Assesses feasibility of identified opportunities.	Develops a plan for exploiting market opportunities.
1.5 Explain the importance of listening to stakeholders when developing ideas	Recognises stakeholder input as important.	Demonstrates how feedback shapes craft ideas.	Uses stakeholder engagement to refine and innovate craft ideas.
1.6 Explain the importance of balancing risk against the potential reward of creative ideas	Identifies risks and rewards in creative enterprises.	Analyses risk-reward balance in real-world examples.	Formulates strategies to manage risks while maximising opportunities.
1.7 Identify appropriate financial tools to support creative enterprising ideas	Lists financial tools (e.g., grants, loans).	Explains how financial tools support creative enterprises.	Evaluates the best financial strategies for craft businesses.
1.8 Identify ways to market a creative product	Describes basic marketing strategies.	Analyses effectiveness of different marketing techniques.	Proposes an innovative marketing strategy for a craft product.

2.1 Explore employment opportunities within a chosen craft area

Identifies basic employment options.

Evaluates a range of employment opportunities.

Assesses employment trends and suggests career strategies.

2.2 Describe the characteristics of an enterprising individual

Lists traits of successful entrepreneurs.

Analyses characteristics with examples.

Compares different enterprising individuals and their success strategies.

2.3 Identify own strengths and areas for development within a chosen craft area

Recognizes personal skills and areas for growth.

Reflects on strengths and suggests development actions.

Develops a structured plan for skill enhancement.

2.4 Produce an action plan for personal development/career aspirations

Creates a basic action plan.

Develops a detailed and achievable plan.

Produces a long-term career roadmap with milestones.

H/506/2672 - Develop Craft Ideas (4 credits)

Assessment Criteria	Pass	Merit	Distinction
1.1 Use a range of different sources to develop craft ideas	Uses basic sources to generate ideas.	Explores diverse sources, incorporating unique perspectives.	Synthesises multiple sources to develop innovative ideas.
1.2 Develop visual language to communicate craft ideas	Applies basic elements of design (e.g., colour, shape).	Demonstrates effective use of visual language.	Uses advanced visual techniques to communicate complex ideas.
1.3 Use feedback and evaluation of own work to develop craft ideas	Accepts feedback and makes minor improvements.	Actively seeks and applies feedback to refine work.	Critically evaluates feedback and uses it to innovate.
1.4 Adapt craft ideas in response to feedback and evaluation of own work	Makes simple changes based on feedback.	Adapts work significantly, demonstrating flexibility.	Transforms craft ideas creatively based on deep analysis of feedback.
1.5 Select preferred craft idea giving reasons for choice	Chooses an idea with basic justification.	Justifies choice with reference to feedback and feasibility.	Provides a well-reasoned selection, anticipating challenges.
1.6 Maintain a safe working environment	Follows safety rules.	Demonstrates understanding of risk management.	Champions safety standards and educates others.

L/506/2682 - Create, Present and Evaluate Final Art and Design Item (3 credits)

Assessment Criteria	Pass	Merit	Distinction
1.1 Use chosen idea to create a production plan	Creates a simple plan with key stages.	Produces a detailed plan with risk assessment.	Develops a structured plan, anticipating and mitigating potential issues.
1.2 Use selected tools, materials, equipment and techniques to produce final art and design work	Uses tools and materials appropriately.	Demonstrates good technique and attention to detail.	Produces high-quality work, effectively applying advanced techniques.
1.3 Display art and design work in an appropriate way/setting	Presents work in a basic format.	Selects a presentation method that enhances the work.	Showcases work innovatively, considering audience engagement.
1.4 Maintain a safe working environment	Adheres to safety guidelines.	Identifies risks and maintains a safe workspace.	Sets an example of excellent safety management.
2.1 Evaluate the creative process	Provides a basic review of the process.	Analyses strengths and areas for improvement.	Critically evaluates the process, identifying strategies for future enhancement.
2.2 Review final art and design item to identify opportunities for improvement or further development	Identifies simple areas for improvement.	Suggests meaningful improvements.	Proposes innovative ways to refine or develop the work further.