Learner Review

15 December 2011

Learner: Abde Hadjimi

Key to Attendance and Punctuality percentages

- 100% to 92% is green status
- 91% to 87% is amber status
- 86% and below is red status

The Learner Review Procedure

Each learner will have met with their Personal Tutor for a 1 to 1 review to discuss the progress they are making at college and any specific support they may require to help them achieve their targets and qualification.

As part of the review each Subject Lecturer completes a report and then the Personal Tutor summaries these in the Personal Tutor Summary. Targets are then set for each learner.

Subject	Attendance	Punctuality
	0%	0%
	(1)	(1)

Comments / Reference / Targets

During the first term, the class has performed tasks that help them develop particular skills related to graphic design. The group have had several digital graphic sessions in which they have used industry standard software such as Adobe Photoshop. The group have been encouraged to analyse design briefs. The activities have been developed so that learners can assess what is required when they have been handed a design brief. In addition to the digital graphic tasks, the group have performed a number of sketchbook tasks that help to enhance their art and design skills. The tasks have been tailored to their chosen pathway of games design.

Abde is currently working towards a pass grade. He has shown a satisfactory level of literacy for his written activities to date. He has needs to develop his art and design tasks for this unit. The group have started assignments and will be assessed in December.

Abde needs to improve his attendance and punctuality in order to achieve a passing grade. He also needs to apply himself to the activities as this will develop his independent learning skills.

Garfield Gordon.

Subject	Attendance	Punctuality
	0% (1)	0% (1)

Comments / Reference / Targets

This term Abde has been working on a unit that focuses on 2D and 3D Visual Communication

Throughout this unit he will need to demonstrate a variety of skills based on the use of mark-making and making, showhow ideas can be communicated using mark-making and making skills and be able to use formal elements, materials and techniques within art and design with the focus towards gaming.

So far Abde has got of to a slow start as his behaviour and constant discussion with others has become a distraction to the sessions and the group as a whole. This is a shame as he can produce good work when he applies himself.

However due to the lack of focus and motivation towards his work he now finds himself in the position of being at risk of failing.

He needs not to give up if he finds a task complicated and pay more attention on the work and instructions rather than the other class members.

If he is to do this then he could pass this unit.

Gary Beswick.

Attendance Punctual

	35% (1)	67% (2)	
Modules:			
K42MADG4-	9DA21A/GMD Games Dev	relopment	

Comments / Reference / Targets

Abde is currently working towards a pass grade. In the first term he was making satisfactory progress but his performance since then has become difficult to measure due to his poor attendance.

Abde needs to improve his attendance in order to achieve a passing grade. If he does not attend class there will be little chance of success for this unit. When he does attend he will have to catch up on missed assignment tasks that lead to a passing grade. He will therefore have to apply himself to the tasks with greater desire and determination.

Garfield Gordon.

Subject	Attendance	Punctuality
	33%	86%
	(1)	(4)
Modules:		
K42MADG4-9DA21A/GMD Ga	mes Development	

Comments / Reference / Targets

This term Abde has been working on completing a unit that focuses on 2D and 3D Visual Communication.

We have also beguntheir second unit 2 Contextual references in art and design.

Throughout this unit he will need to demonstrate a variety of skills based on

knowing the influences of historical and contemporary art and design developments, Understand historical and contemporary references to support their research and development of their own response and finally be able to present information about the work studied in an appropriate format, all with the focus towards the gaming industry.

So far Abde has yet to start this unit as his attendance has been extremely poor since Christmas, and still has work unfinished and outstanding from the first unit.

He needs to commit to his studies a great deal more if he is to have any chance in completing the units and passing the course overall.

He also needs to submit work on time and stick to deadlines and complete the work for his first unit.

Due to all this Abde has put himself high at risk of failing the course, more so than the first review.

Gary Beswick.

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Personal Tutor Summary

Comments / Reference / Targets

None.

Course Attendance Punctuality
