The College of Haringey, Enfield and North East London



Learner Review

11 January 2012

Learner: Akin Gur

Personal Tutor: Cyrus Armstrong - James

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 Targets

Subject	Attendance	Punctuality	
BTEC Level 3 Diploma in Art & Design (Interactive Media) Yr2 Unit 22 Setting up an Art and Design Studio	100% (10)	71% (3)	
Modules:			
ND3MARN1-1DA22A/DPA Unit 8: Design Principles in Art and Design			

Comments / Reference / Targets

Smart Targets:

Comments:

Akin is behind with all work and needs to catch up. Hand in all work by 3rd November Jim Jack.

Subject	Attendance	Punctuality	
BTEC Level 3 Diploma in Art & Design (Interactive Media) Yr2 BTEC Level 3 in Art & Design (Interactive Media) GpA (Yr2) (Tutorial and General Unit) (E)		90% (5)	

Modules:

ND3MARN1-1DA22A/FSE Functional Skills English, ND3MARN1-1DA22A/DCA Unit 7 Dsgn Mthds, ND3MARN1-1DA22A/TUT Tutorial, ND3MARN1-1DA22A/WED Unit 73: WebAnmtn4Intrctv Media, ND3MARN1-1DA22A/DPA Unit 8: Design Principles in Art and Design, ND3MARN1-1DA22A/FET Film Editing Techniques, ND3MARN1-1DA22A/IMD Interactive Media Design, ND3MARN1-1DA22A/CAT Unit 69: Stop Motion Anmtn

Comments / Reference / Targets

Akin, you have been working really hard on your units, however I need you to complete my audio unit for me. You need to complete the worksheet and give back to me by the 18th January. Please do this at the earliest opportunity.

Cyrus Armstrong - James.

Subject	Attendance	Punctuality	
BTEC Level 3 Diploma in Art & Design (Interactive Media) Yr2 Unit 22 Setting up an Art and Design Studio	100% (10)	71% (3)	
Modules:			
ND3MARN1-1DA22A/DPA Unit 8: Design Principles in Art and Design			

Comments / Reference / Targets

Smart Targets:

Comments:

Akin is behind with all work and needs to catch up. Hand in all work by 3rd November "SOLE TRADER" and "ART AND DESIGN RESOURCE" it would help if he turned up on time as he misses the introductions and class feedback.

Jim Jack.

Subject	Attendance	Punctuality	
BTEC Level 3 Diploma in Art & Design (Interactive Media) Yr2 Unit 59: Stop Motion Animation Production (L3 Ext/Dip Art & Design Interactive Media Yr2)	77% (3)	90% (5)	

Modules:

ND3MARN1-1DA22A/FSE Functional Skills English, ND3MARN1-1DA22A/FET Film Editing Techniques, ND3MARN1-1DA22A/CAT Unit 69: Stop Motion Anmtn

Comments / Reference / Targets

Smart Targets:

Complete task 1 of assignment brief

Students are working towards the creation of a Stop Motion Animation TV advert. Learners are currently researching the historical developments of film and editing techniques and Stop Motion Animation. For task 1, students are to write a report and produce a timeline illustrating the history of Stop Motion Animation.

Comments:

Akin has good attendance and punctuality, his report is coming along nicely and I am confident that Akin will achieve a merit grade for task 1 of the assignment brief. Akin is a keen individual who is committed to the course and will produce a creative Stop Motion Animation advert by the end of the project if he continues to work hard and attend all lessons.

For functional skills, Akin needs to work really hard to achieve a Level 2 qualification. At present he has missed several sessions and has not shown enough commitment. Therefore Akin needs to work hard at home and complete all homework set. He also needs to use Bitesize (http://www.bbc.co.uk/schools/gcsebitesize/) to help develop his spelling and grammar skills.

Sherine George.

Subject	Attendance	Punctuality	
BTEC Level 3 Diploma in Art & Design (Interactive Media) Yr2 Unit 72 - Drawing Concept Art for Computer Games	92% (6)	82% (4)	
Modules:			

ND3MARN1-1DA22A/DCA Unit 7 Dsgn Mthds

Comments / Reference / Targets

Smart Targets: Practice drawing at home

It is vital that you draw at home to support the work that we do in class, we have very limited time for this unit and a great deal of work to get through. Practice the skills we learn in class and you will quickly become skillful

drawing from obsevation.

Jeannie Buchanan.

Comments:

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Personal Targets

Area of Development:	Improving work	Cyrus Armstrong - James Date Set: 10 January 2012 Deadline: 10 January 2012
S.M.A.R.T. Target:	 improve grades by using lecturer feedback to improve grading decisions submit 1 week after feedback 	

Tutor Review

Comments / Reference / Targets

None.

Course	Attendance	Punctuality
BTEC L3 Dip Art&Dsgn (Interactive) Y2 E	91%	90%