

## Assessment Specifications

# Level 3 Design and Visual Communication 2026

Published in October 2025

## General information

|                                   |                                 |
|-----------------------------------|---------------------------------|
| <b>Domain:</b>                    | Design and Visual Communication |
| <b>Standards:</b>                 | 91627, 91631                    |
| <b>Assessment method:</b>         | Submitted portfolio             |
| <b>Assessment medium:</b>         | Digital or physical submission  |
| <b>Final date for submission:</b> | 28 October 2026                 |

[Design and Visual Communication subject page](#)

[National secondary examinations timetable](#)

## Information relating to all achievement standards

Assessment will be in the form of a portfolio of evidence for each standard.

A portfolio is a curated and organised collection of evidence that conveys the design requirements of the externally assessed achievement standard, and communicates the candidate's knowledge, understanding, and skills relevant to that standard. Evidence may be drawn from one or more units of work and used for assessment against more than one achievement standard.

Submission may be physical or digital for both standards.

For further information on submission please read the Submission Requirements below.

### Conditions of assessment

Evidence must be produced during the 2026 school year and curated prior to submission.

The use of chatbots, generative AI, paraphrasing tools, or other tools that can automatically generate content is not permitted and material generated by these tools should not be submitted as part of the candidate's work. **CAD applications may be used.**

### Authenticity

Teachers must closely supervise the process of evidence collection to ensure that candidates:

- do not copy from another person or source without appropriate acknowledgement
- do not receive guidance, scaffolding, instruction, assistance, or assessment conditions beyond what is specified as permissible in these Assessment Specifications.

Where a teacher cannot verify that the assessment submitted is the authentic work of the candidate, they must notify NZQA of a possible Candidate Breach of External Assessment.

### Submission requirements

Evidence may be submitted as digital or physical portfolios for 2026.

If choosing to digitally submit hand-drawn work, schools must check the resolution of the scanned drawings to ensure the hand-drawn lines and items are still visible for marking.

**Digital submissions** may consist of the following filetypes:

- document (PDF)
- image (JPG, JPEG)
- video (MP4).

Note that only these file types may be submitted, and that other file types may not be able to be marked.

PDF and MP4 are the recommended file types. MP4 files should not exceed 3 minutes.

Digital submissions should be submitted using the MyNZQA digital portal. More information is available on the [digital submissions page](#) of the NZQA website. Schools are required to securely store a back-up copy (or originals) of all digital submissions.

**Physical submissions** can be up to a maximum size of A3 (297 x 420mm). Larger pages must be folded to A3 size. Where mock-ups, prototypes, and models have been used, photographic evidence of these may assist the presentation. Original copies should be presented for assessment if submitting physical portfolios.

The following are **not acceptable**:

- visual diaries
- submission materials contained in clear files
- laminated pages
- additional packaging, e.g. boxes or framed design work
- models – only photographs should be submitted
- submission material on USB drives.

Refer also to other resources on the [subject page](#) of the NZQA website.

### Special assessment conditions

Refer to the NZQA website for further information:

[Aromatawai special assessment conditions](#)

## Specific information for individual achievement standards

|                           |                                           |
|---------------------------|-------------------------------------------|
| <b>Standard:</b>          | 91627                                     |
| <b>Title:</b>             | Initiate design ideas through exploration |
| <b>Version:</b>           | 3                                         |
| <b>Number of credits:</b> | 4                                         |

Candidates will need to demonstrate that they can use an authentic context to generate ideas, and use visual communication strategies to transform these ideas in a way that enables the creation of design ideas.

**The evidence for this achievement standard can be selected from any of the internal achievement standards or presented as a separate unit.**

Visual communication strategies can be expressed through any visual mode, including 2D, 3D, and 4D. For example, sketching, drawing, modelling, or animation. Evidence can be produced either manually or digitally. Though not a requirement, more than one mode may be used to extend idea exploration.

Candidates may use any computer applications – for example, Adobe Photoshop, Vectorworks, Google SketchUp, and Flash animations – to produce evidence for this standard.

The candidate's portfolio should **not exceed 30 A3 pages** for this standard.

Refer also to other resources on the [subject page](#) of the NZQA website.

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|                           |                                                                                 |
|---------------------------|---------------------------------------------------------------------------------|
| <b>Standard:</b>          | 91631                                                                           |
| <b>Title:</b>             | Produce working drawings to communicate production details for a complex design |
| <b>Version:</b>           | 3                                                                               |
| <b>Number of credits:</b> | 6                                                                               |

Candidates will need to demonstrate that they can produce a set of related drawings that can utilise 2D and 3D modes, instrumentally constructed/modelled using either traditional drafting equipment or computer applications. Digital animations can also be used to support the related drawings, to aid the communication of exterior and interior information related to the construction and assembly of a multi-component design.

In this context, the production of working drawings is for the purposes of communicating the design details of a spatial design, or product design to a level that will allow its manufacture or construction. Depending on the complexity and scale of the design, this is not necessarily expected to be done to a comprehensive extent, provided there is a suitable level of detailing shown for a key aspect of the design.

Evidence for this standard should involve the selection of views and modes, informed by design and visual communication practice and convention, appropriate to the design context, to demonstrate generating a set of related drawings that communicates details for the assembly and/or construction of the design.

For this standard, any computer applications used should primarily be those appropriate for the production of working drawings – for example, Vectorworks, SolidWorks, Archicad, or Revit – although animations can be used as supporting evidence.

The evidence for this achievement standard can be selected from any of the internal achievement standards or presented as a separate unit.

The candidate's portfolio should **not exceed 15 A3 pages** for this standard.

Refer also to other resources on the [subject page](#) of the NZQA website.