



GCSE MARKING SCHEME

HOME ECONOMICS - TEXTILES

SUMMER 2012

INTRODUCTION

The marking schemes which follow were those used by WJEC for the Summer 2012 examination in GCSE HOME ECONOMICS - TEXTILES. They were finalised after detailed discussion at examiners' conferences by all the examiners involved in the assessment. The conferences were held shortly after the papers were taken so that reference could be made to the full range of candidates' responses, with photocopied scripts forming the basis of discussion. The aim of the conferences was to ensure that the marking schemes were interpreted and applied in the same way by all examiners.

It is hoped that this information will be of assistance to centres but it is recognised at the same time that, without the benefit of participation in the examiners' conferences, teachers may have different views on certain matters of detail or interpretation.

WJEC regrets that it cannot enter into any discussion or correspondence about these marking schemes.

GCSE HOME ECONOMICS – TEXTILES

Q.1 (a) Award **1 mark** for **each** correct response. [3]

- (i) FALSE
- (ii) TRUE
- (iii) TRUE

(b) Award **1 mark** for **each** correct word. [3]

- (i) fibres
- (ii) fabric
- (iii) blended

Q.2 Award **1 mark** for **each** correct response. [4]
Award **1 mark** for **each** correct reason for choice.

- (i) Appliqué
Tie dye and batik are both decorative methods of applying paint/dye to fabric.
- (ii) Pleat
Zip and Velcro are both fastenings
or a pleat is used to distribute fabric.

Q.3 Award **1 mark** for **each** correct name of garment and **1 mark** for **each** correct country of origin. [4]

- (i) Garment – sari
Country – India
- (ii) Garment – kimono
Country – Japan

Q.4 (a) Award **1 mark** for **each** correct name of stitch. [4]

- (i) Chain stitch
- (ii) French knot
- (iii) Running stitch
- (iv) Satin stitch/filling stitch

(b) Award up to **5 marks** for the quality and presentation of the design. [5]

0–2 marks	Poor quality sketch/diagram and choice of design feature. Design shows little reference to children's wear. Very little use of colour. Limited awareness of decorative hand embroidery stitches and a poor combination of stitches.
3–4 marks	Simple, but clear sketch/diagram and a good choice of design idea. Design idea displays an awareness of children's wear. Some colour added. Some awareness of decorative hand embroidery with a good combination of stitches.
5 marks	Very good quality sketch/diagram. The choice of design demonstrating some flair and originality and considerable awareness of children's wear. A very good use of colour. Sound awareness of decorative hand embroidery with an excellent combination of stitches.

(c) Award **up to 5 marks** for the quality of the response. [5]

Answers could include:

Machine embroidery

- Very quick
- Instant effects
- Uses latest technology, e.g. cad/cam
- Creates mass produced items
- Adds textural effects
- Can be more accurate
- More professional in appearance
- Strong and hardwearing
- Easy to launder
- Can be more creative
- Easy to produce
- Requires very little skill/training
- Mass produced embroidery items can be cheaper when quantities are large

0–2 marks	Candidates display little/no knowledge of machine embroidery techniques/stitches.
3–4 marks	Candidates display some awareness of machine embroidery techniques. They are able to discuss various machine embroidery techniques and stitches and are able to explain the reasons why machine embroidery is a popular choice for decorating garments.
5 marks	Candidates display a sound awareness of machine embroidery techniques. They are able to discuss at length the various machine embroidery techniques and stitches and are able to explain the reasons why machine embroidery is a popular choice for decorating garments. Relevant examples discussed in detail.

Q.5 Award **1 mark** for the name of the interior designer. [1]

Name of designer

Award **up to 6 marks** according to the quality of the response. [6]

Responses could include:

- Sources of inspiration
- Ideas/themes used
- Discuss possible colour schemes etc.
- Use of mood boards
- Choice of fabrics etc.
- Interior design ideas
- Room layouts
- Different styles and features
- Effect on the media
- Target groups/age/sex
- Home furnishing collections
- Interior design shows, e.g. Ideal Home
- Range of furnishing ideas and style features
- Influences on society
- Sales outlets/shops etc.
- Use of famous celebrities
- Advertising/magazines/books etc.
- Television programmes
- Age range of customers/potential market

0–2 marks	Candidates will show a basic grasp of the topic. Their response will lack knowledge and understanding on the influences made on interior design by their chosen designer. A basic discussion into the facts and information identified.
3–4 marks	Candidates will show some knowledge and understanding on the influences made on interior design by their chosen designer. An attempt made to discuss a range of appropriate facts and information.
5–6 marks	Candidates will demonstrate a clear understanding on the influences made on interior design by their chosen designer. Candidates will discuss in some detail a whole range of relevant and appropriate facts and information with some conclusions drawn.

Q.6 (a) Award **1 mark** per point. [3]

Answers could include:

- The time of the year
- Weather conditions
- The nature of the trip
- The destination
- Costs involved
- Travel arrangements
- Availability of items of clothing
- Age of the wearer
- Peer group/influences/fashion features
- Length of trip
- Accommodation

(b) Award **up to 8 marks** for the quality and presentation of the design. [8]

0–3 marks	Poor quality sketch/diagram and choice of design features. Design shows little reference to the items of clothing required for the trip with limited awareness of the suitability of fabrics. Very little use of colour.
4–6 marks	Simple, but clear sketch/diagram and a good choice of design ideas/features. The design features chosen, display an awareness of the garment requirements for the trip and some reference is made to the suitability of the fabrics. Some colour added.
7–8 marks	Very good quality sketch/diagram. The choice of design features demonstrate some flair and originality and considerable awareness of the garment requirements for the trip. A very good use of colour. Sound awareness of the suitability of the fabrics required with relevant examples given.

(c) Award **1 mark** for the name of an accessory and **1 mark** for a suitable reason. [2]

e.g. Hat
Reason – warmth, shade from sun, to keep head dry, etc.

e.g. Holdall
Reason – to carry essentials – water/food/clothing.

(d) Award **up to 8 marks** according to quality of response.

[8]

Points which may be included:

- Can be expensive, e.g. NYLON
- Well suited for blending with other fibre, e.g. LYCRA
- Very strong and durable, e.g. CORDURA
- Lightweight for wearing/carrying equipment, e.g. MICROFIBRES
- High volume for the same weight, e.g. THERMOLITE
- Suitable for all weathers, e.g. GORETEX
- HIGH PERFORMANCE, e.g. microfibers
- Allows the skin to breath, e.g. COOLMAX
- Contains air pockets, e.g. MERYL
- Allows the body to regulate temperature, e.g. COOLMAX
- Comfortable to wear, e.g. TERINDA
- Maintains an even temperature, e.g. RESPIRA
- In hot climates it forms a cool insulation, e.g. THERMOLITE
- Acts as a good layer of insulation to retain heat in cold conditions – warmth without bulk, e.g. THERMOLITE
- Reliable protection against the elements, e.g. GORE TEX/WINDEX
- Soft to handle, e.g. TERINDA
- Washes/cleans well, e.g. MERYL
- Crease resistant, e.g. SUPPLEX
- Fashionable/trendy/designer items/clothing, e.g. MICROFIBRES
- Can be incorporated with 'smart fabrics'
- Long-lasting, e.g. MERAKLON
- Anti odour, e.g. X-STATIC
- Warm and lightweight, e.g. MICROPILE
- Wind/weatherproof, e.g. THERMOLITE
- Soft to touch and wear next to the skin, e.g. SUPPLEX
- Low maintenance, e.g. MICROFIBRE WITH RESPIRA MEMBRANES
- New fibres blend well together, e.g. LYCRA/NYLON
- Resistant to mould/mildew and sunlight, e.g. FIBREGLASS
- Lightweight and breathable, e.g. polartec
- Windproof and waterproof, e.g. GORE_TEX/SIMPATEX
- Flame resistant, e.g. PROBAN, MELBA, PR97

0–3 marks	Candidates will show a basic grasp of the topic, but will lack detail. A basic discussion on the properties of new and novel fabrics and how they are used for performance clothing and equipment. No examples or generic names given.
4–6 marks	Candidates will show some understanding of the use of new and novel fabrics. Candidates will discuss the properties of new fabrics in relation to performance clothing and equipment. Some examples and generic names given and sensible viewpoints made.
7–8 marks	Candidates will show a clear understanding of the use and importance of new and novel fabrics with sound reasoning, examples and generic names given. Candidates will discuss new fabrics in relation to performance clothing and equipment in detail, with some reference made to the development and influence of leisurewear and leisure activities. Well reasoned and mature viewpoints.

Q.7 (a) Award **up to 4 marks** according to the quality of the response. [4]

Sources of information/research available to the consumer.

Suggested points:

- Sewing machine shops
- Department stores
- Shop assistants
- Search engines and the Internet
- Magazines (Which magazine)
- Craft/sewing magazines
- Books
- Leaflets and brochures
- Word of mouth
- Friends
- Forums on the Internet
- Evening/college courses
- Manufacturers
- Teachers

0–1 mark	Basic knowledge of information sources.
2–3 marks	Some understanding of information sources with examples.
4 marks	Clear understanding and good knowledge of information sources with named examples.

(b) Award **up to 8 marks** according to the quality of the response. [8]

Buying on credit

Suggested points and issues:

- Buying on credit is a form of borrowing
- Always make sure that you can afford the repayments
- Calculate finances carefully to avoid going into debt
- Always consider interest rates, as these will vary
- Beware of 0% interest deals – make sure that you can meet the monthly payments
- Consider your salary when making calculations
- Also consider job security before buying on credit

Types of credit available to the consumer.

Credit Cards

- Goods are paid for using a credit card
- Good short-term borrowing with 59 days to pay off the amount
- Credit cards are available from various companies/banks/building societies
- Beware of not paying the amount within the set time – the interest rate (APR) can be very high
- PayPal helps to protect credit card fraud
- Credit card debts can easily spiral out of control – so beware
- Buyer protection available for on-line purchases
- Some credit card companies have added deals and bonuses
- Must be over 18

Store Cards

These work in a similar way except that:

- They can only be used in the one store or chain of stores
- The interest rate is higher
- The credit card may be linked to special offers – points/vouchers, etc.
- The account is settled at the end of each month or you get charged at a very high rate of interest

Hire Purchase

- With hire purchase, monthly payments are made which includes the calculated interest
- You do not own the items until you have paid the final payment
- This is an expensive method of borrowing
- Always shop around for the best hire purchase deals
- The Government Office of Fair Trading (OFT) provides a guide to using HP

Buying on credit from a catalogue

- Here the goods are delivered to your door
- The cost is spread over a series of weekly/monthly payments
- A quick and convenient method
- The price you pay is usually higher than the High Street prices
- Always ensure that you can meet the repayments

Cash Loans

- Banks or finance companies charge high interest rates for cash

0–3 marks	Candidates will show a basic grasp of the topic, but their response will lack knowledge and understanding. A basic discussion on the types of credit arrangements available but with little or no use of specialist information.
4–5 marks	Candidates will show some understanding of the issues relating to buying on credit. Candidates are able to discuss the main types of credit arrangements available and give some examples. Writing is structured to communicate clearly and contains relatively few errors. Sensible viewpoints made.
6–8 marks	Candidates will show a clear understanding of the issues relating to buying on credit with sound reasons to support their viewpoints. Candidates discuss and evaluate the main types of credit arrangements in some detail giving relevant examples. Writing is well structured to communicate clearly. Specialist vocabulary was used appropriately. Well reasoned and mature viewpoints.

Q.8 (a) Award **up to 12 marks** according to the response.

[12]

Suggested points/issues:

- Analysis of the statement – who, or what, is a fashion victim?
- Someone who wears trendy or unusual clothes regardless of whether they look good in them or not
- They sometimes sacrifice their looks/life – but to what cost?
- Fashion victims are victims because they are vulnerable to fashion trends sometimes short-term
- These victims are at the mercy of society and the fashion industry
- Fashion victims tend to follow 'fads' – fashion trends
- Fashion victims tend to take fashion to extremes
- They demonstrate aggressions and frustrations through fashion
- They sometimes become bored with fashion which then compels them to rebel

Extreme cases of being a fashion victim:

- Tattoos
- Piercings
- Hair colourings
- Cosmetic surgery
- Wearing clothes/shoes etc. that do not fit
- Being thin/eating disorders
- Fashion freaks

The fashion industry has provided role models for the ideal beauty – fashion victims are more concerned with following role models than with happiness:

- They aspire to look 'cool' and trendy
- They strive to impress their friends/peers – peer pressure
- They wish to make a statement about themselves
- They like to feel important and to be in the limelight
- Can be a status symbol/status of wealth
- To feel important in the way they look
- To be 'in' with the 'in crowd'
- They sometimes like to dress alike – group dressing
- To be a fashion victim is to be a 'slave to fashion'
- To be a slave to fashion can cost a considerable amount of money – and sometimes the victim does not have sufficient funds to make the purchases

Keeping up with fashion can be very expensive – it can also signal that the wearer is successful – it can also lead to getting into debt:

- Fashion victims are often affected by peer pressure
- They often change clothes season to season
- Fashion victims can be taken in by designer labels and brands – they think that to display designer labels will make them look better
- Designer labels and designer branding
- They like to copy designer fashion and use it for everyday fashion in order to make a statement
- Fashion victims strive to make links with famous celebrities – wanting to be like them and to look like them
- A desire to attract the opposite sex
- They are also affected by fashion influences such as the media – magazines, advertising, books, TV, internet shopping, etc.
- Fashion victims also have fads about – hairstyles, music, leisure activities, homes or to anything that is popular at the time

0–4 marks	Candidates will show a basic grasp of the topic, but their response will lack basic knowledge and understanding. A basic discussion into the ways/life of a fashion victim. Little or no use of appropriate terminology and only basic communication skills.
5–8 marks	Candidates will show some understanding of the issues and principles involved. An attempt made to discuss some of the issues affecting a fashion victim. Some examples given.
9–12 marks	Candidates will show a clear understanding of the topic with specific examples to support their discussion. Candidates will discuss in some detail the influences that affect a fashion victim. Relative examples given where possible. Specialist vocabulary was used appropriate. Well reasoned and mature viewpoints.

(b) Award **up to 12** marks according to quality of the response. [12]

Suggested points and issues.

- Analysis of the statement – what is texture
- One of the four elements of design
- Texture is the way something feels – the surface of something
- Variations upon a surface

- Two types of texture:
 - real – the actual feel of a surface
 - simulated – the appearance or look of the texture

- Sense of touch is an important part of fabric design
- Texture can be:
 - soft
 - still
 - smooth
 - hard
 - shiny
 - dull
 - ribbed
 - knobbly
 - hairy
 - rough, etc.

- Texture depends on:
 - type of fibre (natural, man-made) used to make the yarn
 - the method of making yarn into fabric (weaving, knitting)

- Fabric finishes:
 - tactile texture includes:
 - fur
 - woodgrain
 - sand
 - metal
 - clay
 - glass
 - leather
 - fabrics, etc.

(i) **Clothing**

- Texture can have a big effect on the appearance of a garment
- Texture adds bulk and increases size
- Bulky fabrics can add width to the body so use with care
- The feel of a fabric will determine how we use it, e.g. a rough surface should not be worn next to the skin
- Shiny fabrics reflect light and flatter body shapes – but they can also draw attention to less than perfect shapes
- Texture adds tonal qualities to the colour of the garment/accessory

- Examples of textured fabrics:
 - velvet – soft and plush
 - taffeta – still and crisp
 - silk – smooth and luxurious
 - satin – shiny and slippery
 - denim – dull and can be rough
 - mohair – hairy and can be uncomfortable to wear

- Texture can be added to fashion garments/accessories, e.g.
 - beadwork/goldwork/sequins
 - creative hand embroidery
 - creative machine embroidery
 - quilting (sportswear)
 - appliqué (children's wear)
 - patchwork (using different textured fabrics)
 - decorative braids, buttons, trimmings, fur, etc.

(ii) **Household items**

Suggested points and issues:

- Texture can add interest to any room, e.g. beaded cushion
- Texture plays an important part in interior design – can help make or break the effect required in a room

- Contrasting textures also add interest to an area of a room
 - rough/smooth
 - shiny/dull

- Variations upon a surface, e.g.
 - fabrics
 - glass
 - wood
 - metals

- Texture relates closely with the other elements of design, colour, pattern and shape

- Texture can help create a feeling of warmth or coolness, e.g.
 - velvet curtains – warmth
 - venetian blinds – cool
 - sheer nets – light and airy
 - smooth, shiny fabrics appear 'cool' in a room
 - coarser woven fabrics, e.g. wool, can appear warmer
 - rich, heavy, dense fabrics create a more formal appearance
 - delicate, sheer cotton prints create a less formal appearance

- The texture of a surface needs to relate to the suitability/purpose of the item, e.g. in winter, bed linen needs to be warm – brushed cotton
- Textured fabrics can have varying uses, e.g.
privacy –sheer/slub nets
comfort – fleece cushions/throws
help create a pleasant atmosphere – rich, embossed textures
hard wearing – tapestry seat covers
- Texture may be present in a room in a variety of different ways:
curtains
carpets
blinds
flooring
wall coverings
lampshades
lighting
cushions
bedding
towels
rugs, etc.
- Texture may also be added to items in the home (just as in fashion clothing items) to create a variety of different effects, e.g.
quilting – quilted bedspreads
beadwork – wall hangings
decorative stitchery – cushions
patchwork – throws
knotting – crochet/macramé hangings/mobiles

0–4 marks	Candidates will show a basic grasp of the topic, but their response will lack basic knowledge and understanding. A basic discussion into the importance of texture in relation to designer fashions and interior design. Little or no use of appropriate terminology and only basic communication skills.
5–8 marks	Candidates will show some understanding of the issues and principles involved. An attempt made to discuss the various textural effects and how these can be created in both fashion items and items in the home. Some use of appropriate terminology and only satisfactory communication skills.
9–12 marks	Candidates will show a clear understanding of the topic with specific examples to support their discussion. Candidates will discuss in some detail the various forms of texture and how it can be used to good effect both in designer fashions and items used in the home. Relative examples given where possible. Specialist vocabulary was used appropriately. Well reasoned and mature viewpoints.



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