General Certificate of Education June 2005 Advanced Subsidiary Examination

ARD3 ASSESSMENT and QUALIFICATIONS

ALLIANCE

ART AND DESIGN (TEXTILES) Unit 3 Controlled Test

To be issued to candidates up to four weeks prior to the start of the examination. The examination may be conducted any time between 1 March and 31 May 2005.

All teacher-assessed marks to be returned to AQA by 31 May 2005.

In addition to this paper you will require:

appropriate art materials.

Time allowed: 5 hours

Instructions

- Read the paper carefully. Before you start work make sure you understand all the information.
- Answer **one** question.
- You will have four weeks to carry out preliminary studies. This should include visual work and, if appropriate, annotations or written work. Preliminary studies must show evidence of personal work relating to your chosen question. You may continue with further supporting studies until you have completed your examination work. Sketchbooks may be included.
- The work you produce in the 5 hour examination may take any appropriate form, such as a design sheet with a test piece, or a textile. It is not essential to produce a finished piece during the examination but you should make your intentions clear.
- Practical responses to the work of other artists, designers and craftspeople must show development in a **personal** way.
- Your work during the 5 hour examination must be produced **unaided and under supervision**.

Information

- The maximum mark for this paper is 60.
- All questions carry equal marks.
- There is no size restriction on work produced for this examination.
- The time taken in dyeing the original cloth (if desired) and in cleaning screens, is **not** to be counted as time allowed.

Advice

- You may discuss your ideas with your teacher before deciding upon a starting point.
- You may include written annotations or an evaluation of your work.
- You may use any appropriate textile medium, method(s) and materials, unless the question states otherwise.

This paper will test your ability to:

- record observations, experiences, ideas, information and/or insights;
- analyse and evaluate sources, such as images, objects, artefacts and texts;
- develop ideas using appropriate materials and techniques, making clear your future intentions;
- present a personal response, relating your work to that of other artists, designers or craftspeople.

The questions below should be seen as starting points for personal investigations in which you make reference to critical and contextual material with which you are familiar.

Answer **one** question.

1 Tubular Bells

Many exotic plants have trumpet, cup or bell shaped flowers. The shapes, brilliant colours and patterns of these attract insects and birds. Look at the work of relevant artists, designers and craftspeople and design and produce a textile in two or three dimensions which is based on your own close-up studies of this subject.

2 Symbolic Statements

Many cultures have used art, craft and design to make symbolic, religious and ritualistic statements. Research a culture or cultures where this idea is evident and, from your studies, develop a contemporary piece that has some significance for you.

3 Lay it on Thick

Garments and textiles with thick layers have been used by many cultures for warmth, protection and strength. The utilitarian aspects have sometimes been overtaken by such textiles becoming decorative pieces in their own right. Research these ideas and, from your studies, design a textile which exploits both thickness and decoration.

4 Red and Yellow

In eastern cultures red and yellow are associated with joyful occasions such as weddings and celebrations. A myriad of combinations of these two colours can be seen in both nature and the manufactured environment. Research this idea and make your own studies experimenting with red and yellow to develop textile work.

5 Diagonals, Spirals and Wavy Lines

Many artists, designers and craftspeople have been fascinated by the way in which diagonals, spirals and wavy lines can create rhythms, optical illusions and patterns. Look at appropriate examples and design and produce work based on this idea.

END OF QUESTIONS