

CYD-BWYLLGOR ADDYSG CYMRU
Tystysgrif Addysg Gyffredinol
Uwch Gyfrannol

#### ART & DESIGN - AR3

#### TERMINAL EXAMINATION

# **EXTERNALLY SET TASK**

# RESEARCH AND PREPARATORY STUDIES (Six Weeks) Open this paper on or after Monday, 27 February 2006

#### **CONTROLLED TEST**

Maximum 8 Hours (Under Examination Conditions)
To start on or after Monday, 24 April 2006

#### ADDITIONAL MATERIALS

In addition to this paper you will need appropriate materials for the Terminal Examination.

#### INSTRUCTIONS TO CANDIDATES

This paper contains **tasks**. You must choose only **one**. Before making your choice, you should read the question paper through a number of times and think carefully about which task will allow you to produce your very best work. All work must be clearly labelled with the task number, date and your signature to authenticate that it is **your unaided work**.

Tasks 1 and 2	Art & Design - (0319)
Tasks 3 and 4	Fine Art - (0349)
Tasks 5 and 6	Graphic Design - (0379)
Tasks 7 and 8	Textiles - (0389)
Tasks 9 and 10	Three Dimensional Design - (0399)
Tasks 11 and 12	Photography - (0359)
Tasks 13 and 14	Critical & Contextual Studies - (0479)

#### **CANDIDATES ENTERED FOR ART AND DESIGN (0319)**

#### Either

• Choose **task 1 or 2** from the Art & Design section.

Or

• Choose any other **task from 3 to 14**, as long as you work with materials and processes appropriate to the area of study for which the task was written. For example, if you choose task 7 or 8, you must deal with the task through Textiles.

# CANDIDATES ENTERED FOR SPECIFIC AREA OF STUDY (FINE ART; GRAPHIC DESIGN; TEXTILES; THREE DIMENSIONAL DESIGN; PHOTOGRAPHY; CRITICAL & CONTEXTUAL STUDIES.)

#### Either

• Choose one of the tasks that has been written for your specific area of study.

Or

• Choose any **task from 1 to 14**, as long as you work with materials and processes for the area of study for which you are entered. For example, if you are entered for Graphic Design and you choose task 9 or 10, then you must deal with the task through Graphic Design based on the words in bold type in the first line(s) of the task.

OD/CJ\*(AR3-01) Turn over.

#### INFORMATION FOR CANDIDATES

The terminal examination is worth 40% of the total AS marks and 20% of the marks for Advanced level if you pursue that option.

Make sure you know the area(s) of study for which you have been entered. As a general principle if your AR1 and AR2 units are from **different** areas of study i.e. Textiles and Graphic Design then you should be entered for Art & Design (0319). If your AR1 and AR2 units are from the **same** area of study i.e. both are Fine Art units then you should be entered for Fine Art and your Terminal Examination must be through Fine Art.

Your six weeks research and preparatory studies can be in any shape or form (sketches, notes, ideas, references etc.) All your research and preparatory work must be submitted together with your controlled test as part of the Terminal Examination.

Take all your research and preparatory work to the designated examination room and complete the task outcome in the **8 hours** set. Your teacher will record the start date for the research and preparatory period and all your controlled test sessions on the timesheet. You must not have access to your final outcome in between examination sessions. The task outcome does not have to be a finished piece of work, but you must communicate clearly what your intentions have been.

# All work must be securely locked away in your centre at the end of the Terminal Examination.

If you are entered for more than one area of study, you must undertake a different task for each area of study.

You are reminded that if you produce any written work in this examination, you should spell, punctuate and use the rules of grammar accurately.

No certificate will be awarded to a candidate detected in any unfair practice during the examination. All work produced in the controlled test must be your own unaided work.

# **GUIDANCE FOR CANDIDATES**

You should be sure that what you intend to communicate through your work can be clearly understood by anyone assessing it. This is especially important if you are tackling a task written for an area of study other than the one for which you are entered. Make sure you demonstrate all the following assessment objectives, which will be used to mark your work. Decide on the kind of work you will produce to show how well you are able to meet **each** of them:

	Checklist	$t \sqrt{x}$
1.	Record observations, experiences, ideas and insights	
2.	Show interests and sustain independent judgement in the selection of sources	
3.	Collect, organise and relay information	
4.	Show analysis and critical evaluation of sources	
5.	Show mature responses	
6.	Show interpretations that are informed by understanding purposes, meanings and contexts	
7.	Show exploration and development of ideas and investigations that you have undertaken	
8.	Select and use resources, materials and techniques appropriately and establish relationships between your working methods and outcomes	
9.	Show understanding and application by integrating formal elements such as line, colour etc.	
10.	Present responses that are fluent and imaginative	
11.	Realise your intentions	
12.	Explain the connections you have made between personal enquiry and the work of others.	

All second-hand source material must be acknowledged and should be used thoughtfully and creatively. Merely copying from photographic images or downloading from the Internet will not score well on the above checklist. Do not plagiarise and be resourceful and inventive with your support materials.

#### **TASKS**

The following tasks may be interpreted as design briefs or starting points that you are tackling for the first time or which may have arisen previously in your coursework. Where tasks arise from completed coursework, there must be clear **further development** that must be made explicit in your submission.

All tasks relate to art and/or craft and/or design.

# Choose only one task.

The following are principally for candidates in ART & DESIGN.

# 1. Explore an aspect of life in our technological age.

Works of art, craft and design often reflect the time and culture in which they were produced. You are required to research contextual examples which you find of particular interest and relevance. From this study, develop a personal response which reflects your thoughts about a slice of life in the twenty first century.

# 2. Conduct an investigation of the notion of serendipity.

Designers, craftworkers, artists, photographers and film makers have all explored the idea of making unexpected discoveries by accident. For this, you need to study what you consider to be some important contextual examples and undertake your own investigation which is informed by the research. From this, develop your own creative response.

The following are principally for candidates in **FINE ART**.

#### 3. Investigate an interpretation of relationships.

Investigating and portraying relationships has been a source of fascination to artists throughout various periods and cultures. This can be considered in many different ways, such as the relationship between mother and child, natural and made forms, media and message and visual elements such as colour and texture. This requires you to choose a relationship which you find personally interesting. Undertake relevant contextual study and develop your own innovative response.

# 4. Depict an environment which provides insight into the character of the occupant/s.

We are often intrigued when we catch a glimpse of an unfamiliar environment and are able to reflect on the character and way of life of the occupants. The occupants could be as varied as insects, birds, animals or fish. The environment might be a nest, kennel, sixth form studio, staff room or perhaps the private room of a relative or friend. This requires you to research relevant contextual references and, from these, develop a personal response based on your own investigations.

(AR3-01) Turn over.

# The following are principally for candidates in **GRAPHIC DESIGN**.

# 5. Explore relationships between images and sound.

To mark the move to digital broadcasting, you are required to explore relationships between graphic imagery and sound. Undertake appropriate visual research of the work of graphic designers, photographers and/or artists to provide a useful contextual reference source. Consider ways in which you feel the public should be informed of the development of digital broadcasting and produce a suitable graphic outcome, such as a poster, flyer and leaflet, for this purpose.

# 6. Develop an outcome based on the experiences of a learner driver.

Consider ways in which a more sympathetic attitude towards learner drivers might be promoted amongst other drivers and pedestrians, perhaps based on your own experiences. This requires you to research relevant contextual sources which have attempted to exert public influence and devise an appropriate outcome which may be humorous and/or informative for your target audience.

# The following are principally for candidates in **TEXTILES**.

# 7. Investigate creative adornment for a personality of your choice.

This requires you to select and research artefacts associated with real or fictitious personalities from the past, such as a monarch or stage character, or a contemporary figure, such as a TV character or pop star, investigating how the imagery conveys something of the personality of the person. Using this study as a reference source, design and produce a creative outcome for a real or fictitious character of your choice.

# 8. Develop a personal response to the term 'flight'.

The term 'flight' can be interpreted in very many different ways, ranging from images and artefacts based on birds, butterflies, flying insects, a flight of stairs, flying kites to textile items which might be worn by airline staff or decorate the interior of a modern aircraft. This requires you to research the work of artists, craftworkers or textile designers which are relevant to your particular interpretation and, from this study, develop your own innovative designs and a textile outcome.

# The following are principally for candidates in **THREE DIMENSIONAL DESIGN**.

## 9. Investigate the idea of complementing the natural forms in a garden.

This requires you to undertake suitable research and, from this, devise an innovative, functional outcome which complements the natural forms in a garden. The item could be a seat, device for measuring climate or time, bird feeder or play equipment for use in a garden. Where appropriate, consider the use of recycled materials. Your outcome can be full-size or a scale model.

## 10. Produce an outcome which encourages contributions to a charity.

This requires you to investigate and evaluate relevant examples of collection boxes, suitable toys and other devices which might encourage on-the-spot cash donations to charities. From this research, develop innovative ideas and designs to be used as a collection device for a charity of your choice. You should take due account of the durability and security of the artefact. The outcome could be in the form of a full-size or scale model prototype.

# The following are principally for candidates in **PHOTOGRAPHY**.

# 11. Communicate your interpretation of a proverb or saying connected with light.

Research relevant contextual examples, such as imagery intended to convey a moral meaning, to produce a useful resource. From this you can consider a suitable proverb or wise saying, for example 'every cloud has a silver lining' or 'light at the end of the tunnel', on which to base your own response. Develop your own ideas to produce creative imagery which communicates a personal interpretation.

# 12. Devise a portrayal of Behind the Scenes.

Photographers, artists and film makers have often generated intrigue and drama in their work through portrayal of life behind the scenes. For this, you are required to study and record your responses to relevant contextual examples and to produce your own particular interpretation in the form of a photographic print, series of prints, sequence of slides or edited video sequence.

# The following are principally for candidates in **CRITICAL & CONTEXTUAL STUDIES**.

# 13. Investigate the relationship between atmosphere, subject matter, composition and process in two contrasting works of art.

For this, you are required to investigate two contrasting works of art and/or design using the headings listed above as a means of exploring your own interpretation and response to the works. This could take any form you consider suitable, such as through annotated sketches, model stage set or imaginary conversations between figures depicted.

# 14. Research an aspect/aspects of a particular culture, examples of which you have been able to study at first hand, and present a personal response.

This requires you to research an aspect/aspects of the work of artists, craftworkers or designers from a past and/or present cultural background, such as re-cycling in contemporary African art. From this, you should communicate a personal response to work which you have studied at first hand. Document your research and response in a lively and interesting way, such as a magazine article, portfolio, small exhibition, slide sequence, edited video or Powerpoint presentation.