

General Certificate of Secondary Education 2014

Art and Design

Unit 2: Working to a Stimulus

[G9071]



TUESDAY 7 JANUARY, 2014



INSTRUCTIONS TO CANDIDATES

You will receive this paper on Tuesday 7 January, 2014. The final outcome for Unit 2 "WORKING TO A STIMULUS" must be completed by Friday 28 March, 2014.

Detailed instructions for the externally set "WORKING TO A STIMULUS" are given on page 2 of this paper.

Study them carefully before you start your work.

The Theme and Stimuli can be found on pages 3 to 9.



WORKING TO A STIMULUS

INSTRUCTIONS TO THE CANDIDATE

For Unit 2, which is an externally set paper, you are required to respond to the theme and produce work which meets the four assessment objectives. You are also required to present your work for marking and moderation.

You may produce fine art or design work in two and/or three dimensions in your preparatory work which supports your intended final outcome. A minimum of 15 hours should be spent producing preparatory work. You must complete your final outcome within a set period of 10 hours, so the media, materials, techniques and processes you work in should be chosen carefully.

The time period which you are allowed to produce investigation/research work and develop ideas is January to March. Your teacher will give you exact instructions for the completion and submission of your preparatory work.

The time period allowed to complete the final outcome is a 10 hour period set between MONDAY 10 MARCH 2014 – FRIDAY 28 MARCH 2014

Your teacher will give you exact instructions for the arrangements made for your 10 hour period during the above dates.

ALL THE WORK PRESENTED FOR THIS EXAMINATION MUST BE YOUR OWN WORK

The following are the four Assessment Objectives which your work must meet.

Assessn	% weighting	
AO1	Develop their ideas through sustained and focused investigations informed by contextual and other sources demonstrating analytical and cultural understanding	25
AO2	Refine their ideas through experimenting and selecting appropriate resources, media, materials, techniques and processes	25
AO3	Record ideas, observations and insights relevant to their intentions in visual and/or other forms	25
A04	Present a personal, informed and meaningful response demonstrating analytical and critical understanding, realising intentions and where appropriate, making connections between visual, written, oral or other elements	25

These four assessment objectives are interrelated.

There is one theme for Unit 2: Working to a Stimulus

"The Days of Your Life!"

Each day of your life will be different from the day before. No two days will ever be exactly the same. Day by day you make time for the things you have to do and things you want to do. Life can't be all work, there must also be time to rest and play.

School days are sometimes dull and boring but they can be full of surprises when something new and exciting happens. You will have fun days which will make you laugh and days when nothing goes right. There will be days when you are busy, working hard and always "on the go" or days spent just resting and relaxing.

Certain days can become special days and you will remember them for the rest of your life . . . other days will just fade into the past.

Think about the things you do which best describe how you spend the days of your life.

The ideas suggested on the following pages are presented in 3 sections to help you respond in a personal way to the theme.

THESE ARE NOT INTENDED TO BE QUESTIONS.

Choose to work from one of the suggestions in any of the sections, or use one of your own ideas in response to the theme "The Days of Your Life!"

Work in any medium or combination of media. You should make references and connections to relevant artists, designers or craft workers who have influenced your work. Some suggestions are included at the end of each section.

Section 1

Work

Days spent going to school, doing jobs around the house or working at a part-time job can all be part of your working week.

School days may be the best days of your life but that doesn't mean that they are not hard work. Early mornings and late nights with school work in between can tire you out.

alarm clock, burning the midnight oil dog tired, matchstick eyes, sleepy head brain dead, overload and burnout put your thinking cap on, bookworm, brain box

Monday to Friday you sit in classrooms and wear uniforms. You are weighed down with school bags, sports bags or art folders. Finding time to study and doing homework means that you have to work hard.

stairs, corridors and classrooms science labs, sports fields, gyms and libraries ties, shirts, blouses, skirts, scarves and blazers books, bulging folders, laptops, sportswear, musical instruments dinner halls, lunch boxes, breaktime snacks school buses, team games

When school is over, you may have to help around your home both inside and outside. This can also keep you busy.

shop, make a meal, wash the dishes clean your football boots, sort out your dirty washing tidy your wardrobe, make the beds, take the rubbish out feed the animals, do the garden work your fingers to the bone, tied to the kitchen sink

During your free time or holidays you may have a part-time or weekend job or you may do some voluntary work.

Saturday job, work 9 to 5, offer a helping hand stack shelves, paper rounds, supermarket checkouts take-home pay, spending money worker bee and busy as a beaver

What ideas do you have?

Here are some suggestions:

- Perhaps you could create a robot, design a machine or make a gadget that would help you out with all those jobs around the house.
- You could design or create a unique study/work room for yourself or perhaps an original product such as "a never-fail alarm clock", "a funky study light" or maybe a "useful work desk".
- You may want to make drawings, photographic studies or create a collage to describe how you spend your time at school or your part-time job, doing voluntary work or helping around the house.

Here are some references you may find useful:

"The Best Days of Your Life", Sarah Jane Szikora

"I Hate Mondays", Banksy

"Difficult Homework", Bob Brown

"School Books", Jennifer Kennard

"One Hundred Cans", Andy Warhol

"The Fishmonger's Shop", Bartolomeo Passerotti

"Equilibrium", Daniel Arnold Mist

"Country School", Edward Lamson

"Raphaelesque Head Exploded", Salvador Dali

"Electronic Burnout", Carol and Mike Werner

"Classroom in the Emerson School for Girls", Albert Sands Southworth

"Kitchen Sink Full of Dirty Dishes", H. Armstrong Roberts

Sculpture: "Eruda", Jitish Kallat

Furniture Design/Designers: www.reestore.com

www.designswan.com "Panda Chair" (CD Chair)

"Deborah" (Airplane Wing Desk)

Pawel Grunert, Kenneth Cobonpue, Milla Rezanova

Interior Design: "NU-OVO", Paolo Maldotti

"Lucien Pellet Finet", Kengo Kuma

"Local Design Station", Row Studio Mix

Lighting Design: "Super Mario Coin Block Pendant Light", 8BitLit.com

"Tetris Stackable Desk Lamp", http://gajitz.com

Photography: "Barber Shop", Kota Ezawa

"Alarm Clock", Guy Crittenden

Section 2

Rest

There will always be days when you just take a break away from everything. You can have time to yourself, get some rest and relaxation, make a fuss of yourself and do just what you want.

recharge your batteries, switch off, unwind and chill out day dreamer, head in the clouds put your feet up, be a lazy boots, take it easy time-out, have a break, fly your kite

Sleep late, stay in bed all day or have a pyjama day. Laze around the house and watch television, surf the net, play computer games, listen to music or strum your guitar. You might go for a swim, a run or kick a ball.

duvet day, dream on, sleeping beauty couch potato, glued to the television, watch the world go by clear your head, get rid of the cobwebs, get some fresh air go to the match, walk in the woods, feed the ducks

Treat yourself, have breakfast in bed, get a new hairstyle or splash on some aftershave. Go out for the day, have lunch with friends, visit your favourite shops and buy something special.

pamper and spoil, make a fuss of yourself face mask, bubble bath, bottles, lotions and creams shopping spree, buy something expensive, watch a movie make a feast for yourself, order in your favourite food

What ideas do you have?

Here are some suggestions:

- Perhaps you could create 2 or 3 dimensional art work which describes how you relax and enjoy your free time.
- Maybe you could create a drawing or painting, a ceramic or textile piece based around your dreams, desires or fantasies.
- You could design your very own luxury bedroom or create an imaginative chair to relax in or clothing to chill out in.

Here are some references you may find useful:

"Bed", Tracey Emin

"Flaming June", Frederick Leighton

"Daydreamer", Anna Razumovskava

"Reclining", Rajinder Kumar

"First Thoughts (Sleeping)", Domenech (Silkscreen)

"Serene Reflections", Bill Bate

"Saturday Morning – Georgina 1999", Gillian Furlong "Sleeping Woman", Sandor Liezen-Meyer

"In Bed, 1894", Henri de Toulouse-Lautrec

"Tony Howard reading, London, 1959", Peter Samuelson

"After the Bath", Edgar Degas

"Out to Play", Neill Dawson

"Reigning Beauty: Leisure Time", Utamaro Kitagawa

"Mae West Lips Sofa", Salvador Dali

"Skaters in Central Park", John Falter

"Gran Turismo", Megan Davies

"Abstract Guitars", Paul Brent

"Shelter Sketches", Henry Moore

Rob Gonsalves, www.robgonsalves.com

Ceramics Magdalene Gluszek, missmagdag.com

accessceramics.org

Furniture Design "Canopy Bed", Joseph Walsh

"Cocon Chair", Les M Design Studio

dehomedesign.com

kubudo.com

Fashion Design www.vogue.com/voguepedia

> www.haircolourideas.com countess-grotesque.devianta

Section 3

Play

You look forward to weekends, days off and holidays. No more work, books, uniforms or early mornings. You can have freedom to enjoy some leisure time.

school's out, end of term, long weekends Halloween, Easter and Christmas holidays fireworks, fancy dress, baubles, snowflakes, icicles chocolate eggs, daffodils, lambs and chicks

You may take a break away or have a long summer holiday. You may travel to different countries, see new places, try out exciting things, have new experiences, taste different foods and make new friends.

suitcases, rucksacks, trains, boats and planes sightseeing, castles, cathedrals, gondolas and gardens tents, caravans, sleeping bags forests, mountains, lakes and rivers waves, sandcastles, buckets and spades, sunglasses postcards, sandals, tee shirts and jeans

Having no work to do lets you have lots of free time. You can party with friends, celebrate special occasions, indulge your hobbies, play your favourite sport or fulfil one of your ambitions.

birthday parties, weddings, barbeques, picnics football, go-karting, surfing, canoeing, skating, horse riding go to a rock festival, play a gig, captain the winning team

Playtime is your time to have loads of fun, amuse and enjoy yourself.

get together, celebrate, laugh out loud, let your hair down, hang loose whoop it up, paint the town red, take a walk on the wild side nights out, party time and having a ball laid back, carefree and happy go lucky, free and easy

What ideas do you have?

Here are some suggestions:

- You could create a photographic montage or a storyboard or design and make postcards, travel posters, souvenirs or stamps of all the places and countries you would like to visit.
- Maybe you would enjoy designing and making a holiday outfit, a bag or a hat, an exciting party outfit, a fancy dress costume or a new football or rugby strip.
- You may want to create a two or three dimensional piece based on the word, "Playtime".

Here are some references you may find useful:

"Tourists II", Duane Hanson

"Indian Summer", Craig Davidson

"Kiss II", Roy Lichtenstein

"Memories of Summer 1", Sherree Valentine Daines

"Sunbather", Simon Cook

"In the Waves", Paul Gauguin

"Chop Suey", Edward Hopper

"The Lazy River", Schandra Singh

"Dance 11", Mark Spain (Silkscreen)

Sculpture: "Traveller", Duane Hanson Product Design: "Grass Sandals", KUSA Shoes

matadornetwork.com/goods/5-creative-ideas-for souvenirs

Set 1 and Set 2

Fashion Designers: Roberto Cavalli, Dolce & Gabbana, Anna Sui, Burberry,

Ralph Lauren, Caroline Herrera, Alexander McQueen

Packaging Design: packagedesignawards.com

www.splashnology.com www.shakerboxes.com

Graphic Design: "The New Yorker Cover" 1965, Arthur Getz

www.maadesigns.co.uk

Stamp Design: Northern Ireland: "Patchwork Fields", Richard Cooke

"Giant's Causeway", Christopher Hill

"Linen", David Pauley

Photography: "Couple at Coney Island", Walker Evans

THIS IS THE END OF THE QUESTION PAPER

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