



Rewarding Learning

**General Certificate of Secondary Education
2016**

Art and Design

Unit 2
Working to a Stimulus

[G9071]

**DATE OF ISSUE TO CANDIDATES:
05 JANUARY, 2016**



G9071

INSTRUCTIONS TO CANDIDATES

You will receive this paper on Tuesday 05 January, 2016. The final outcome for Unit 2 “WORKING TO A STIMULUS” must be completed by Friday 08 April, 2016.

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 4 to 6.

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 14 MARCH 2016** and **FRIDAY 08 APRIL 2016**.

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.

Assessment objectives		% 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
AO4	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.

The development and realisation of your examination work

Below is a list of some of the disciplines that comprise art, craft and design along with examples of appropriate media which you may wish to use in the development and realisation of your examination work.

This list is not prescriptive.

Disciplines and Examples of Related Media

Fine Art

Drawing, painting, mixed media, sculpture, land art, installation, printmaking, lens-based and/or light-based media (for example film, animation, video and photography).

Graphic Communication

Illustration, advertising, packaging design, design for print, communication graphics, computer graphics, multimedia, web design, lens-based and/or light-based media (for example film, animation, video and photography).

Textile Design

Fashion and costume, printed and/or dyed fabrics and materials, domestic textiles, constructed and/or stitched and/or embellished textiles.

3D Design

Ceramics, sculpture, installation, jewellery, body adornment, exhibition design, design for theatre, television and film, interior design, product design, environmental art and design, architectural design.

Photography

Lens-based and light-based media including theme-based photography (portrait, landscape, still-life, reportage), documentary photography, photojournalism, narrative photography, experimental imagery, photographic installation, new media practice, video, television and film.

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

Viewpoints

Viewpoints offer you opportunities to explore the world in a very personal way.

Artists create viewpoints which present their unique way of seeing things. Their work offers us many views of how they have explored the world.

Designers transform our way of living by developing new ideas, offering solutions to global problems and giving a different point of view.

Looking at the work of artists and designers will allow you to understand how many different, curious, unusual and extraordinary viewpoints there can be.

Viewpoints allow you to be creative, imaginative and original.

Get busy creating a viewpoint of your very own.

The ideas suggested on the following pages are presented in 2 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 “Viewpoints”.

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.

Section 1

Creating Personal Viewpoints

Is there more than one way to look at what seems familiar and ordinary?
Look at things differently and see the world from new and extraordinary viewpoints.

Look into the distance, create a mirror image, a close-up or a distortion.
Look up, gaze down, twist and turn your body, tilt your head.

Anthony Green, Francis Farmar, Albrecht Dürer, Alexander Rodchenko and M.C. Escher all used similar ideas in their work.

Cubist artists broke all the rules of perspective and viewing angles to create unusual viewpoints of people, places and objects.

Look at the work of *Pablo Picasso, Juan Gris and Georges Braque*, the photographic work of *David Hockney* or the work of *Naum Gabo and Martin Froy*.

Create a personal viewpoint by exploring the world with your mind, moods and memories.

Human emotions, expressions, body language, movement and activities were the inspiration for artists such as *Jenny Saville, Henry Moore, Camille Pissarro, Auguste Rodin and Lois Greenfield*.

By mixing together the worlds of dreams and reality, Surrealist artists like *Max Ernst, Salvador Dalí, Man Ray, René Magritte* and *Joan Miró* created imaginative, strange and funny viewpoints.

Locations in the natural, built, living and work environments are used by many artists to create personal viewpoints.

Look at *Diane Burko's* landscapes, the *Boyle Family's* work on surfaces and pattern, *Stanley Spencer's* location images, *Antony Gormley* and *Do Ho Suh's* installations or *Andy Goldsworthy's* Environmental Art.

Claude Monet painted his series '*Haystacks*' in morning sunlight and in evening shadows. *J.M.W. Turner's* paintings of frosty mornings, snow storms and rain described how different types of weather can change the look and feel of a place.

What ideas do you have?

Section 2

Viewpoints for Design

Design ideas based on cultures, new technologies and materials inspire solutions, solve problems, introduce design trends and alter our world.

Architectural and Environmental Design is influenced by ideas from the past and the present.

Greek and Roman Architecture, Art Movements such as *Art Deco*, *The Arts and Crafts Movement*, *Cubism*, *Modernism* and *Environmental Art* have all transformed the built world.

Look at the ideas of *Antoni Gaudi*, *Friedensreich Hundertwasser*, *Frank Lloyd Wright*, *Le Corbusier* and *Ai Weiwei*.

Blue Forest Design, *Vetsch Architektur*, *ACROS Fukuoka Building*, *Hearst Tower* may inspire your own ideas.

Current design ideas are influenced by the global environmental crisis.

'Eco Friendly' designers take the view that design must use resources with care and create design solutions which do not harm a future world.

This viewpoint has led to a range of products in many areas of design.

Ann Wizer, *Richard Dunbrack*, *John Krubsack*, *Michael Young*, *Stuart Haygarth* and *Cohda Design*, *Lee Never Wasted Bag – Happy Creative Services*, *Mommy Francis Packaging*, *360 Paper Bottle – Brandimage* may help with your ideas.

'Trashion' is a design term for jewellery and fashion products created from used, discarded and found objects. This viewpoint has inspired new design ideas using recycled and reconditioned materials.

Refer to the work of *Marina DeBris*, *Nancy Judd* and other designers.

Explore the graphic design work of *Chaz Maviyane-Davies*, *Mehdi Saeedi* and *Susana Machicao* on social and environmental issues. Their work may help you present your own viewpoints as a way of raising public awareness of these issues.

Craftspeople such as *William Morris*, *Kate Malone*, *Lesley Richmond*, *Velda Newman* and *Healy & Burke* have used the natural and living world as a focus for their work. These artists use a range of materials to explore their personal viewpoints.

What ideas do you have?

THIS IS THE END OF THE QUESTION PAPER

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