

OXFORD CAMBRIDGE AND RSA EXAMINATIONS

**General Certificate of Secondary Education** 

ART AND DESIGN 1910–1915 ART AND DESIGN: Fine Art 1010–1015 ART AND DESIGN: Graphic Design ART AND DESIGN: Photography ART AND DESIGN: Textiles ART AND DESIGN: Three Dimensional Design FULL COURSE AND SHORT COURSE JUNE 2005

The 10-hour examination can be conducted at the discretion of the Centre between 1 March and 30 April 2005.

The examination paper should be given to candidates up to six weeks before the 10-hour examination.

# TIME 10 hours

# **INSTRUCTIONS TO CANDIDATES**

- Read each starting point carefully and make sure you know what you have to do before starting your answer.
- Choose one starting point from those provided on pages 3 and 4.

# INFORMATION FOR CANDIDATES

- Guidance on using the starting points is provided on page 2.
- During the preparation time it is important that you discuss with your teacher the direction and progression of your work for further advice and guidance. All studies in preparation for your examination should be your own work. They should be taken into the examination to help you bring your work to a successful conclusion and be submitted with your final examination work.
- You can start your studies as soon as you receive this paper.
- Ten hours are allowed for your examination. The work produced during the examination must be your own unaided work.
- All work is part of the examination and will be marked.
- The number of marks available for each Assessment Objective is given in brackets [] on page 2.

# **GUIDANCE TO CANDIDATES**

You should select one of the starting points on pages three and four. Each starting point can be interpreted in different ways by using your own ideas from observation and direct personal experience. All the starting points give you an opportunity to work in a number of ways with materials with which you are familiar. Select one starting point that appeals to your knowledge and imagination. You can use firsthand sources, objects and other supporting information.

# Here are some examples of different approaches you can use to direct your work from one of the starting points:

- imaginative or invented ideas
- experiments with materials and techniques
- observational studies where analysis of what you see gives you the opportunity to develop representational or abstract images
- a design study making your own images or objects from personal ideas.

Your preparatory ideas, planning and developments may be presented through sketchbook work, study sheets or experimental investigations in any form, using processes, materials and techniques suitable for the chosen Area of Study:

- Fine Art
- Graphic Design
- Photography
- Textiles
- Three-dimensional Design.

# To summarise; marks are awarded for how you respond to the following – you must therefore demonstrate through your work that you have:

# for Assessment Objective One [25 marks]

- recorded your observations, experiences as visual studies
- explored your own ideas imaginatively as visual studies.

#### for Assessment Objective Two [25 marks]

• reacted to art, craft and design by showing the relationship of investigations and research to the development of your work.

# for Assessment Objective Three [25 marks]

- used suitable materials and techniques and explored their qualities
- changed or modified your work as it developed.

# for Assessment Objective Four [25 marks]

- used your supporting studies to reach a conclusion (realisation)
- made connections with the work of others.

## Choose one of the following starting points

For each of the starting points, examples of some directions that you might consider are given. Add your own ideas and take into account the notes of guidance on page 2.

## 1 Based on young children's games

Puzzles, board games, ball games, hopscotch, skipping, leapfrog, swings, seesaw, climbing frames, play equipment, toy box, toys, dressing up ...

## 2 Shadows and silhouettes

Dappled or broken light patterns from trees and plants, figures or machinery, bicycles, fences, railings ...

## 3 An unusual aspect of character

Family member, friend, weathered face, unusual person, angry person, expressive features, fool, extrovert, stereotype ...

## 4 Dream world

Dream and reality, surreal, windows of the mind, fears, phobia, strange but true, unreal, daydream, nightmare, advertising, propaganda, utopia ...

## 5 **Opposites**

Mirror image, reversal, love-hate, like-dislike, sad-happy, large-small, positive-negative, new-old, harmony-discord, preserve-neglect ...

#### 6 Historic event

Pageant, re-enactment, joust, discovery, voyage, commemorative piece, political decision, artistic movement, invention, journal, diary, royal occasion ...

#### 7 Based on animals

Pets, wildlife, fur, farm animals, skin, scales, animal patterns, animal tracks, stables, pen, cage, zoo, habitat, nocturnal ...

# 8 Changes

Personal ideas, feelings, friends, explore and invent, make over, make-remake, transform, avant garde ...

#### 9 Arboretum

Tree, wood, spinney, copse, orchard, trunks, branches, logs, pruned, pollarded, topiary ...

#### 10 Related to cross

Crosshatch, cross grain, crosscut, crosschec k, cross legged, crosso ver, cross-ply, cross stitch, crossroads, cross-section, heraldic f orm, religious symbol, double-cross ...

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#### 11 Decayed

Worn, weathered, eroded, r usted, aged, v egetable matter, garden refuse, mouldy , derelict, rotting, dilapidated ...

#### 12 Based on theatre

Performer[s], dancer[s], street theatre, costume, mask, headdress, adornment, make-up, theatrical lighting, stage set, props, audience, poster , flyer, tickets ...

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