

102-109/01

GCSE ART & DESIGN

TERMINAL EXAMINATION
(worth 40% of the total marks)

RESEARCH AND PREPARATORY STUDIES
Six Weeks

To be opened in the presence of candidates after Tuesday, 3 January 2006

CONTROLLED TEST
Maximum 10 Hours (Under Examination Conditions)
To start after Monday, 20 February 2006

ADDITIONAL MATERIALS

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

INSTRUCTIONS TO CANDIDATES

This paper contains both **themes (Section A)** and **tasks (Sections B-G)**, 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 theme or task will allow you to produce your very best work. All work must be clearly labelled.

Section A	Themes
Section B	Fine Art
Section C	Graphic Design
Section D	Textiles
Section E	Three Dimensional Design
Section F	Photography
Section G	Critical and Contextual Studies

ART & DESIGN ENTRY

Candidates can choose **either** a theme **or** a task:

- if you choose a **theme** you can follow any area of study;
- if you choose a **task**, you must follow the area of study appropriate for that section. For example, if you choose a task from Section D, you must deal with the question through the medium of Textiles.

SPECIFIC AREA OF STUDY ENTRY

Candidates can choose **either** a theme **or** a task:

- if you choose a **theme** you must follow the area of study for which you are entered;
- if you choose a **task**, you must choose the section for which you are entered. For example, if you are entered for Fine Art, then you must choose a task from Section B and you must deal with the task through the medium of Fine Art.

INFORMATION FOR CANDIDATES

The aims of the examination are explained under **Guidance for Candidates**.

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

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

A candidate who enters for more than one Area of Study may **not** submit a response to the same examination theme or task more than once.

GUIDANCE FOR CANDIDATES

Examination Checklist

Ask yourself the following questions and try to answer them as clearly as possible in your work:

(i) **Research and Enquiry**

In the period of preparation and research *before* making your final piece of work.

- Have I recorded and interpreted observations and experiences? Have I been looking carefully, using my recording skills and imagination?
- What is my work about and what am I hoping to achieve? Have I managed to collect and use suitable information to help me do this? What have I found out?

(ii) **Analysis and Evaluation**

In the preparatory period, and again *after* you have completed your final piece of work.

- What have I found out about the images and things involved in what I am making? What do I know about the different kinds of art and design that have influenced my work?
- What do I think of my work? Have I communicated my feelings about the quality of what I have been trying to do?

(iii) **Creative Making**

During the time you are working on this theme or task.

- What am I making and how am I doing it? How am I exploring and developing ideas that are helping me make my work?
- How am I handling media, processes and resources? How am I coping with any changes that have to be made as I go along?

(iv) **Personal Response**

During the time you are working on this theme or task.

- How much of this work is really to do with my interests and preferences in art and design?
- How does this compare and connect with the work of artists, craftworkers and designers I have come across in my studies?

Note

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. Be resourceful and inventive with your support materials.

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

THEMES**SECTION A**

A theme is a starting point for you to explore your own ideas and those of other artists, craftworkers and designers. If you choose one of the themes on this page, you should research it, experiment and make your final presentation in any area of art, craft and design. This might be through fine art, graphic design, textiles, three dimensional design, photography or critical and contextual studies. You may choose to work using only one technique and/or medium or you could use several different methods and media combined. Whichever you choose, make sure that they are suited to what you want to do and that you can use them well.

- A1. Surfaces.
- A2. Picturesque.
- A3. Sport.
- A4. Worship.
- A5. Destruction.

TASKS

*A task describes what you are required to do. It provides a particular focus for your own ideas and those of other artists, craftworkers and designers. A task can impose certain conditions, especially when working to a design brief. If you choose one of the following tasks, you should research it, experiment and make your final presentation in **one** of the following areas of art, craft and design: fine art, graphic design, textiles, three dimensional design, photography or critical and contextual studies.*

Fine Art

SECTION B

If you choose one of the following tasks, your submission should explore alternative compositions, viewpoints and elements such as form, structure, proportion, line, tone, texture, colour, scale and pattern. Your work should involve recording from direct experience, observation and/or imagination. You can use any appropriate medium or combination of media including film. You should show designing and composing skills through preparatory work, which when organised, will lead to a creative personal statement.

- B1. Make a study or a series of studies showing someone dressed in costume or uniform.
- B2. Make a sculpture, painting or any other outcome based upon the study of insects.
- B3. Explore the ways in which artists have used their own community as inspiration for their ideas and produce a piece of work based upon the area in which you live.
- B4. Make a painting, print, sculpture or any other outcome, which is based upon the study of field shapes.
- B5. Create an outcome, which is based upon the study of items that you feel are soon to disappear from everyday use in their present form.

Graphic Design**SECTION C**

If you choose one of the following tasks, you will be communicating your ideas through letterforms, type, print-making, commercial design and/or illustration. You should consider carefully your choice of media including, if appropriate, ICT.

- C1. A new mobile phone company aimed at the teenage market, entitled 'Chatterbox', requires you to design their logo to be incorporated with a slogan/catchphrase. Your final outcome should be presented within an A3 landscape format.
- C2. Design and illustrate a front cover for the Radio Times based on a new television series on 'Holidays'. You must include the Radio Times heading.
- C3. Design and make a package, combining image and text, to contain a celebration cake for a company called 'Special Occasions'. The size of the circular cake is 30cms × 10cms.
- C4. Design and make a set of four illustrations, 20cms by 10cms, based on the four seasons, incorporating the appropriate texts: Autumn, Spring, Summer, Winter.
- C5. Design and make a set of four commemorative stamps to represent cultures from Europe, the Americas, Africa and Asia.

Textiles**SECTION D**

If you choose one of the following tasks, you will be working with various elements of textiles such as structure, decoration and construction. Throughout your work you should consider how to design a creative solution to a particular task, exploring many possible options and using appropriate materials and techniques.

- D1. Design and decorate one square metre of fabric based on microscopic images of viruses and diseases.
- D2. Investigate and recycle plastic bags to create a household item or something to wear.
- D3. Use a combination of materials to design and make an imaginative, oversized shoe based on black and white animals.
- D4. Study tracks and/or prints left by people, animals or vehicles to create a piece of textiles.
- D5. Design and decorate a wallhanging for a modern, upbeat café based on a study of cave paintings.

Three Dimensional Design**SECTION E**

If you choose one of the following tasks, you will need to produce a three dimensional solution. You should show designing and making skills through your use of materials and techniques. The tasks involve working in three dimensional form for a function, jewellery, ceramics and making designs for the stage. Where the size of your intended final outcome presents a problem, a model should be made and the scale shown.

- E1. Ornamentation and decoration determine whether an object or vessel is visually acceptable. Carry out your own research into forms of this nature and go on to design and make a functional form that is rich in decoration.
- E2. Consider shapes that interlock such as those in a jigsaw or within a time-piece (cogs and levers). In response to your research, design and make a 3D form that shares these characteristics.
- E3. Cubists such as Picasso represented heads and faces from different points of view within the same picture. Use this principle to influence your design and make a 3D form of a familiar object or person's head.
- E4. Space travel will be taking us to far off places in our solar system. Think about the technology that will allow this to happen as well as other developments of humankind within the last century. Make and decorate an obelisk to inform other civilizations of our presence, which can be left on a distant asteroid or planet.
- E5. Things that are transparent can reveal beautiful qualities from decorative glass to delicate creatures. On the basis of your discoveries, go on to make something that relies on light to be fully appreciated.

Photography**SECTION F**

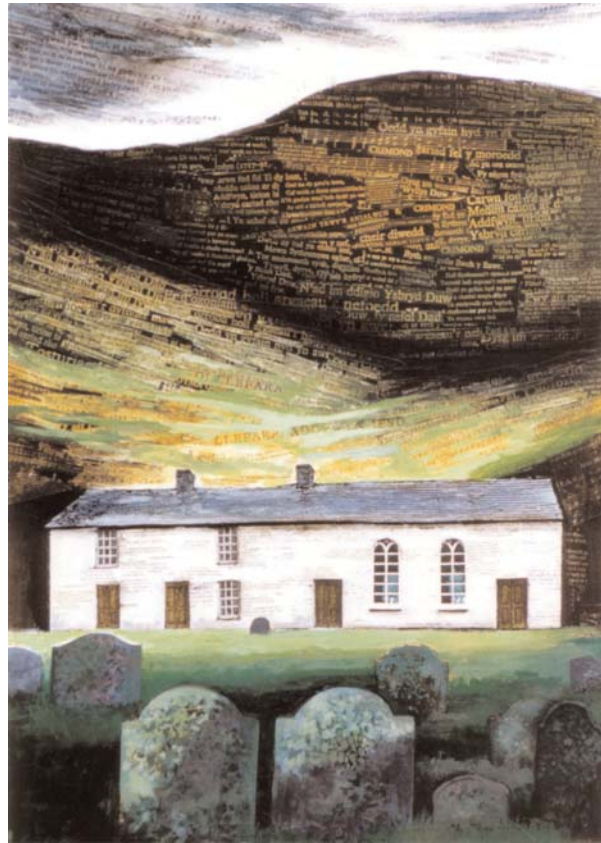
If you choose one of the following tasks, you will need to produce photographic outcomes that show technical and creative development. You should provide additional information in the form of drawn explanations, storyboards or experimental prints to support your final outcome and show the ways you have made a response to your chosen task. Visual qualities such as light, tone, texture and composition should be carefully considered, as well as the selection and presentation of finished outcomes. Photographic outcomes include all lens-based media, and ICT.

- F1. Produce a set of six photographs using a group/collection of objects of your choice showing the effect that different types of light have on your arrangement.
- F2. Produce a set of six prints using a variety of dark room/printing techniques that explore the idea of wrapping things up.
- F3. Produce a large irregularly shaped image that is made up of a collection of your own photographs that conveys the passing of time in or around your locality or personal environment.
- F4. Produce a series of six photo montages to illustrate a children's Nursery Rhyme/Short Story/Proverb.
- F5. Create a story board of no less than six images that deals with the idea of a strange happening.

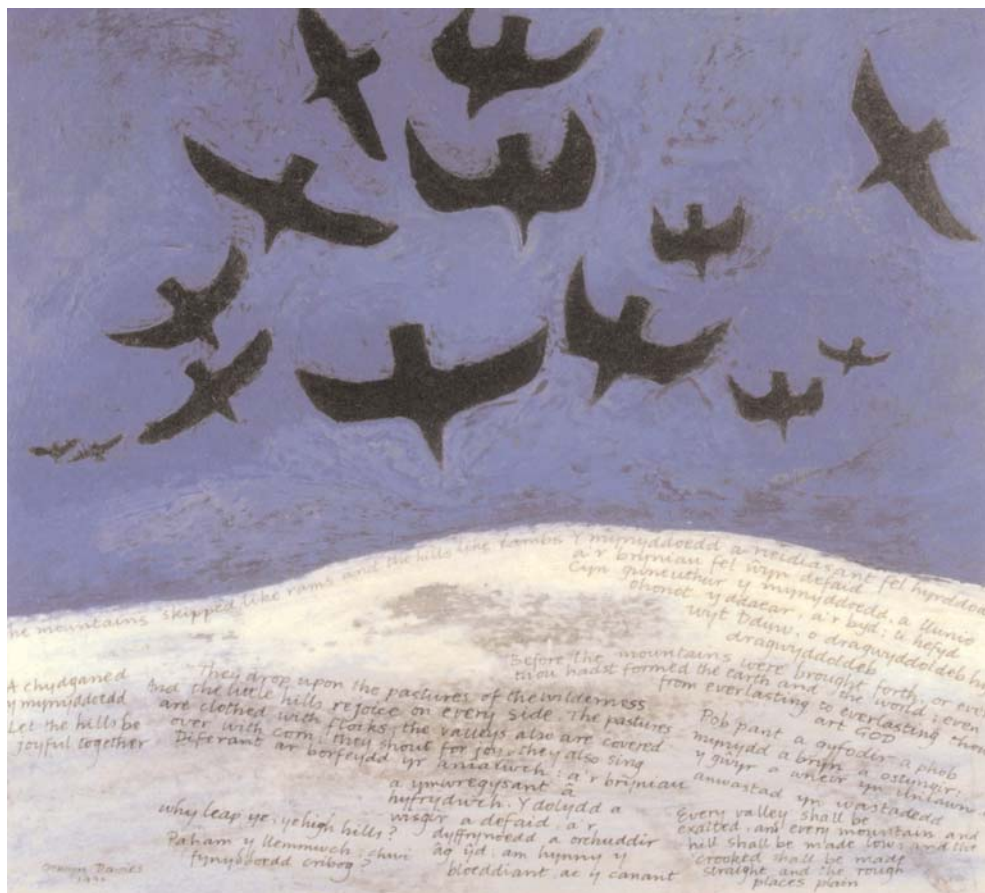
Critical and Contextual Studies**SECTION G**

If you choose one of the following tasks, you should investigate it by making use of resource materials such as library sources, books, magazines, journals, catalogues, gallery and museum guides, Internet information and first-hand communications with artists, craftworkers or designers, and/or visits to their studios. You should produce an outcome that mixes written information, where appropriate, with art, craft or design study. Where the communication is written, candidates are reminded of the need for accurate spelling, punctuation, grammar and clear presentation. Where work is in electronic format, digitally reproduced or on video, the time-span for viewing should not exceed five minutes.

- G1. Using the illustration over page or similar work by other artists, demonstrate through your own work how artists have incorporated text within their artwork.
- G2. Many organisations have made use of an 'artist in residence' scheme. Make a visual presentation for your centre to receive an artist, designer or craftworker, of your choice, outlining the benefits, location and sources of inspiration.
- G3. Research Pop Art of the 1960s and illustrate the sources of inspiration that could be used today.
- G4. Photographers have used their craft to record and document society around them. What aspects of your society would you record as a result of your research and enquiry?
- G5. Compare and contrast the style of two forms of animation, give examples through your own work as to your preference.



“Soar y Mynydd” Ogwyn Davies



“Gwyngoed, ravens & quotations” Ogwyn Davies

We are very grateful to the artist Ogwyn Davies for permission to use his work.