



General Certificate of Secondary Education

102-109/01

GCSE ART & DESIGN

TERMINAL EXAMINATION

(worth 40% of the total marks)

RESEARCH AND PREPARATORY STUDIES

Six Weeks

To be opened on or after Thursday, 3 January 2008

CONTROLLED TEST

Maximum 10 Hours (Under Examination Conditions)

To start from Monday, 18 February 2008

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.

You may interpret each theme in the plural.

- A1. Creature
- A2. Domestic
- A3. Homeland
- A4. Mirror
- A5. Relationship

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. Investigate an issue, which is of concern to your local community e.g. hospital closure, wind farms, large-scale construction work. Use your research to create an outcome to express a point of view, which affects people in the area in which you live.
- B2. Nightscapes enable artists to create images, which have a strong sense of mood. Create a series of studies and an outcome based upon the idea of twilight or night.
- B3. Investigate high tech equipment and make a creative outcome based on your research.
- B4. Produce an outcome that conveys the atmosphere of an event of your choice.
- B5. Religious buildings often have interesting or beautiful architectural and decorative features. Produce a study or series of studies based upon a place of worship.

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. After relevant research and enquiry, design a poster advertising the 2008 Beijing Olympic Games.
- C2. Combining image and text, produce an A4 leaflet advertising the sale of a building of your choice.
- C3. Design and produce an A4 birthday card suitable for an 18 year old.
- C4. After careful analysis of the work of relevant artists, illustrate where you live.
- C5. Design a brand (logo) for a new sportscar manufacturer called Rocket Cars and show the outcome on an item of merchandise.

TEXTILES**SECTION D**

If you choose one of the following tasks, you will be working with various elements of textiles and fashion 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. Research into how the image of the sun has been explored across times and cultures. Design and produce a fabric to be used on sunloungers for a holiday complex called 'Sunscape'.
- D2. Writing from all cultures has provided a valuable resource for fabric designs. Design and produce a metre of fabric using printed or dyed techniques based on your research.
- D3. Architectural motifs have been a source of inspiration for textile designers. You may wish to photograph or draw buildings and use these to develop a textile piece or fashion garment based on your studies.
- D4. Construct a wall-mounted or suspended textile that traps such items as text, photographs or small memorabilia between two layers of net or semi-transparent material. You may further embellish/decorate the work by the addition of stitching and over-printing.
- D5. Design and produce a fashion item using ravelled and torn edges as a method of adding surface texture and individuality to your work.

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. Begin with a cube or cylinder and remove segments to create a new form. Consider what you might discard or use to add to the original form.
- E2. Design and produce an abstract form that has animal characteristics. For a guide, refer to illustration II.
- E3. Design and make a sculptural form that is in keeping with the move towards alternative and clean energy production.
- E4. Focus on your locality to seek inspiration for the design and making of a monument. It should promote an aspect of your community.
- E5. Most of us enjoy thrills and spills. What ideas do you have concerning this topic? Use your research to guide you, to design and make a form that is daring and exciting.

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. Using a range of printing techniques combined with text, explore the quote 'Beauty is in the eye of the beholder' and produce a set of images that successfully conveys what it means to you.
- F2. There is no escape from fashion or style but what is it? *Fashion victim, Fashion icon, Street style, Gang style, Ethnic style, Home made style, No style.* Use these headings as starting points to create images that deal with this theme.
- F3. Look at the work of the Surrealists and produce a set of images that creatively explores a dramatic sense of scale and space using a theme or set of objects of your choice.
- F4. Businesses and places of work are increasingly displaying photographs as works of art in their main foyer or front of house areas. Taking the theme *Black and White*, produce a set of stylish images that could be used in an interior setting of your choice.
- F5. Create a large image combining photographs and small found or collected objects to produce a montage. It must consist of a central feature with a border that illustrates the theme *A Sense of Place*.

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 a practical 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. Artists have often produced work that reflects personal conflict and innermost thoughts. Discuss this statement with examples and produce a piece of work that shows some of your own personal feelings.
- G2. Educational visits are an important part of major art gallery programmes and support material is usually provided. For an exhibition of your own choice, design and produce an interesting activity-book to guide pupils through some of the work that could be on display.
- G3. Graffiti is now an accepted art form but in most cases it is still an act of vandalism. Referring to illustration I, present your views on this, illustrated with appropriate examples and include your own designs for a particular site.
- G4. Discuss the argument of *new against old*, with use of relevant examples. Present your own ideas for a contemporary outcome to be placed in a traditional setting.
- G5. *'Style is a personal thing or can be influenced by others.'* Discuss this statement and present a collection of art and design objects that reflect your style, giving reasons for your choices and to include one of your own ideas.



(I) New York Graffiti (2005) [Photo by Tony Jeffs] Task G3.



(II) Owl in Grizedale Forest (2007) Steve Blaylock [Photo by Tony Jeffs] Task E2.