

This paper is to be handed to candidates on May 6.

ART

## DESIGN

ORDINARY LEVEL

MAY 13, MORNING 10.00 - 12.30

**100 marks are assigned to this paper**

### INSTRUCTIONS

- (a) Write your Examination Number clearly in the space provided on the drawing paper. You should enter your Examination Number on each drawing sheet.
- (b) The use is allowed of tracing paper, coloured papers, texturing materials or other materials normally required to answer the questions.
- (c) It is imperative that beneath your Examination Number you write the title of this paper - Design - and that you also state the level you have taken - Ordinary Level, the craft for which you are designing and your 'starting point'.
- (d) Candidates are reminded that where they have brought preparatory sketches into the examination centre as a memory aid, they must include them in the envelope with their completed work.

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### DESCRIPTIVE PASSAGE

Containing starting points

James had to see the big house before it was sold. It was going up for auction next week and he knew he may never get another chance. He had heard so much about its history and the famous people who had stayed there. The house was renowned for its parties and functions. There were so many rooms, his father told him once, that you never saw the same maid twice in one day.

The big house stood at the end of the long driveway. James wondered if horse drawn carriages had once come up this drive. How sad it all looked now, its rows of majestic Georgian windows in bad condition. Overgrown ivy covered many of the square window panes. The elegant stained glass panels of the doorway were about to collapse due to neglect. The flagstone steps were dotted with weeds and brambles. The noise of pigeons nesting came from the rooftops where slates were missing.

This could have been a wonderful place he thought. If he had money he would develop the big house into a **Museum and Art Gallery** with all kinds of workshops in the downstairs area. But this was not to be. James sat with his old friendly pal Jep the sheepdog beneath the ancient apple tree. He began to dream about what life was like in his father's time. He had often heard his Aunt Peg talk about the large staff kitchens that had every size of pot and pan hanging from the ceiling, and rows of earthenware pots and jars on the shelves.

Evening had come by the time he woke up. Beside him Jep lay panting. Off they went together before the rain came.

OVER→

### **Lettering or Calligraphy:**

- (a) Design a notice 23 cm x 38 cm based on a suggested theme in the descriptive passage. This notice is to be of use to an Auctioneer who will be advertising the **Sale of the Property**. You may use words of your own choice.
- (b) Design the layout of a piece of Calligraphic writing for the purpose of an invitation card to an auction being held at the old house. Choose your own words. You may incorporate images, decorative motifs, expressive words or letters to illustrate your message.

### **Lino - Cutting and Printing:**

Make a design suitable for a lino print you have in mind after reading the descriptive passage. The purpose of this print is to form the front page of a catalogue of items for sale. If you wish to use one or more colours give details.

### **Fabric Printing:**

Take one of the following starting points from the descriptive panel.

- (a) Ivy covered window panes.  
(b) Stained glass door panels  
or (c) a starting point of your own choice.

Make a design pattern suitable for screen printing, block printing or batik.  
Approx pattern size 5 cm x 7.5 cm.

### **Embroidery:**

Take a starting point from the descriptive passage and plan a design suitable for embroidery. The design may be suitable for a table cloth, chair back cover or cushion cover.

### **Weaving:**

Choose a theme from the descriptive passage. With this theme in mind plan a design suitable for a woven cushion cover or rug fabric. Allow the theme you have chosen to influence the style of weaving, the variety of pattern, yarn and colour combinations.

### **Pottery:**

Take one of the following starting points from the descriptive passage as a theme (a) Ivy, (b) branches, or (c) tree trunks and design a vase 20 cm x 20 cm x 10 cm. The vase can be functional, decorative or sculptural.

or

Design a piece of ceramic sculpture suggested by the descriptive passage. Give details on how you would carry out your design and on its completion i.e. - finish, colour and decoration.

### **Puppetry:**

Choose one of the following themes.

- (a) A famous person who visited the old house.
- (b) One of the household staff.

Design a puppet from an idea suggested by one of the above themes. Allow your design to show how the puppet is to be completed giving details of materials, colour, decoration and finish.

### **Bookcraft:**

Choose one of the suggested themes from the descriptive passage.

- (a) End of the Era.
- (b) Tales from the Past.
- (c) Upstairs Downstairs.

Design a book cover for one of the above themes. This book can be suitable for a person of your own age group. Give details in your drawings of the layout, and any graphic information to appear on the cover.

### **Advertising Design:**

Design a Poster, based on any theme from the descriptive passage or use the following heading "Period Residence for Sale". This advertisement is to appear in your local monthly magazine. Give details of layout, background graphics if any. Suggest style of type, colour and finish.

### **Modelling and Carving:**

Take the following theme "James and his dog" or a theme of your own choice as suggested by the descriptive passage and design a plaque or free standing piece of sculpture. Give details on how it is to be completed.

### **Stage Sets:**

Design a stage set to an appropriate scale based on either a play or an event suggested by the descriptive passage.

or

Take the following theme "Upstairs Downstairs" and design costumes and a back drop area to suit the theme. Give details on costume material, decoration, colour, lighting and atmosphere.