

**MARK SCHEME for the October/November 2010 question paper
for the guidance of teachers**

6010 ART

6010/06

Paper 6 (Craft B – Design in 2D and 3D),
maximum raw mark 50

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes must be read in conjunction with the question papers and the report on the examination.

- CIE will not enter into discussions or correspondence in connection with these mark schemes.

CIE is publishing the mark schemes for the October/November 2010 question papers for most IGCSE, GCE Advanced Level and Advanced Subsidiary Level syllabuses and some Ordinary Level syllabuses.



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All questions:

Knowledge, Understanding and Appreciation of the chosen craft as shown in the suitability of the finished work for apparent intention, purpose, function etc.; suitability of the medium or process. Supporting notes, workbooks, sketches, maquettes, trial pieces and photographs or other evidence of work not submitted should be considered as contributory evidence in the evaluation, though not specifically nor separately assessed. [10]

Technical Control of the Medium or Process: technique, skill, competence, finish, presentation and similar qualities should be rewarded under this heading; note should be taken and credit given for successful experimentation or exploration of technical possibilities. [10]

Design Qualities including qualities of form, shape and volume and of established relationships as these may apply to the work under consideration. Pattern, decoration and design qualities in general, whether integral or applied, as may be applicable to the particular craft or approach. The use of colour, shape, area and figure-ground relationships forms part of this category. [10]

Colour, Tone, Texture, Surface and Tactile Qualities as present or forming part of the craft process or the completed work, whether incidental or by conscious intent. Colour, as used here, is to be taken as including qualities of black and white, greys and hues. [10]

Personal Qualities: the general spirit of vitality, enthusiasm and engagement which should, to some degree at least, imbue the work with the candidate's inventiveness; creative thinking, originality of thought, concept, vision and imagination; sensibility and sensitivity, feeling and independence of approach; confidence and maturity. [10]

[Total: 50]