



GCSE

102-109/01

GCSE ART & DESIGN

TERMINAL EXAMINATION

(worth 40% of the total marks)

RESEARCH AND PREPARATORY STUDIES

Six Weeks

To be opened from Monday, 5 January 2009

CONTROLLED TEST

Maximum 10 Hours (Under Examination Conditions)

To start from Monday, 23 February 2009

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** or 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.

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 interest 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?

Notes

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. Narrative
- A2. Event
- A3. Opposites
- A4. Uncovered
- A5. Wild

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. Your home has a unique character all of its own. Create any outcome inspired by the study of this environment. This may include the people you live with, animals, furniture, possessions, plants and/or architectural features.
- B2. Artists often use contrasting light effects within their work in order to achieve a strong sense of drama and mood. Make a series of studies and an outcome which explores the way in which the use of light can create atmosphere.
- B3. Nature and features such as walls provide a rich source of pattern for artists to use as inspiration for their creative work. Create a series of studies and an outcome developed from your own investigations into pattern derived from the environment.
- B4. Western artists have often researched the art work of other cultures as a basis for their own ideas. Create any outcome based upon your investigation into the art of another culture.
- B5. Produce a series of studies and an outcome based upon the study of mannequins used in shops and department stores to display clothes and fashion items.

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. Design an A3 poster to promote a touring Art exhibition visiting your local area, celebrating 'Still Life'. The poster must be portrait format and include the venue, times and dates.
- C2. A new airline company entitled 'EuroAir' requires you to design their logo. They are a company specialising in city to city breaks within the European Union. You must present your final design within an A4 format. Show what your design would look like on:
- (a) A tail fin
 - (b) A flight attendant's badge
 - (c) A luggage label
- C3. Design a suitable image for a screen saver for a 32cm squared monitor inspired by sunsets. Include within an appropriate space on the screen, the title, 'www.spectacularsunsets.co.uk'. You may want to refer to the 'sunset' illustration on page 8.
- C4. Illustrate all or part of the following passage:
- On entering the room, I was almost blinded by the brilliance of the summer light as it burst through the small, rectangular bedroom window, framed either side by floral patterned curtains. The wood-grained window ledge supported well the tiny vase holding a single flower that rested easily against the window pane.*
- C5. Design and make a recyclable package to contain 5 table tennis balls manufactured by a company called 'Sportplus'. Carefully consider storage, strength, safety, shape and surface decoration.

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. Design and make sculptural textile inspired by 'Objets trouvés' from the seashore.
- D2. Explore the idea of 'portraiture in stitch', and produce a piece of work inspired by a person you admire.
- D3. Use the 'frock' as inspiration to create a textile piece that can either be functional or commemorative.
- D4. Design and produce a hanging for a local multicultural centre. Base your ideas on the wide range of traditional motifs and decorative techniques that lend themselves to modern interiors.
- D5. Negative space can often provide exciting imagery and inspiration for design. Explore this idea and create a textile piece from your research using both conventional and digital means.

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. There are many types of robot that appear in popular culture, Sci-Fi and film. Design and make your own robotic form that has the characteristics of these high tech machines.
- E2. The natural world provides us with so many wonderful things. Design and make a 3D form on any scale that pays tribute to the wonders of nature.
- E3. An object of your choice has fallen off the deck of a ship into deep water. After time, having been battered by turbulent seas the damage, decay and encrustation will all have contributed to the character of the form. Use your imagination to recreate the object in a way that you consider appropriate.
- E4. Allow your admiration for a treasured object to inspire your ideas to design and create a replica to be made in any material and on a different scale.
- E5. Design and produce a sculptural form that has contrasting qualities, such as sharp and soft, bulging and slender or upright and flat.

PHOTOGRAPHY**SECTION F**

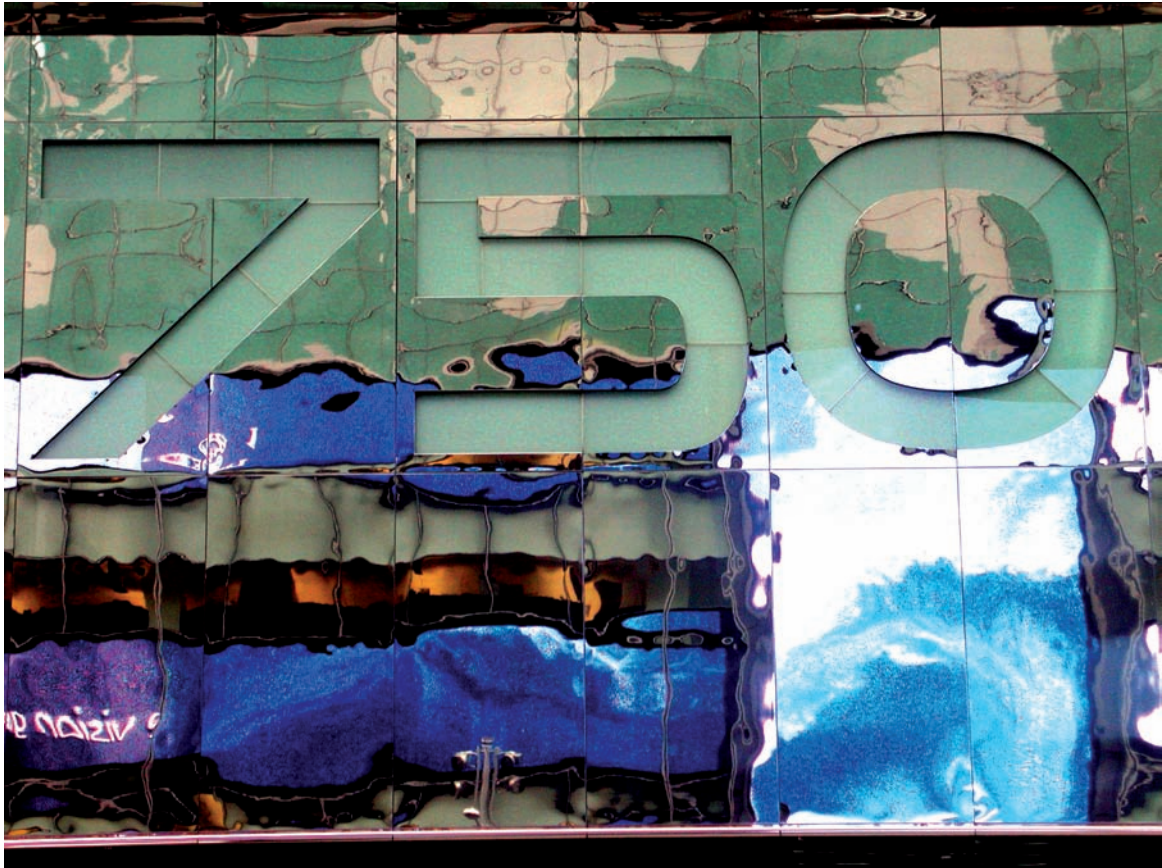
If you choose one of the following tasks, you will need to produce photographic outcomes that show technical and creative development. You should provide additional information in the form of drawn explanations, storyboards or experimental prints to support your final outcome and show the ways you have 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. Documentary photographers have long been interested in recording people's lifestyles. This is reflected in our home and the things we surround ourselves with. They say a lot about who we are and how we live. Produce a set of photographs that creatively illustrates your 21st century lifestyle.
- F2. Sites like 'MySpace', 'FaceBook', 'BeBo' and 'YouTube' have helped create a new generation of innovative home made photographers and film-makers. Imagine a new site is about to be launched. Invent a name and create an opening page using imagery and text that would clearly illustrate the audience your site is aimed at.
- F3. Our past can be made up of many things such as memories, mementoes, stories, objects and places. Consider how you would record your history and produce a collection of prints based on this idea.
- F4. Buildings can reveal many secrets and have interesting architectural details/features that can so easily be overlooked. Produce a set of 4-6 prints that celebrates these hidden gems.
- F5. Re-cycling is now very much part of everyone's life and one that we all have a responsibility towards. Produce a set of prints that illustrates either the positive or negative aspects of this topic in and around your community.

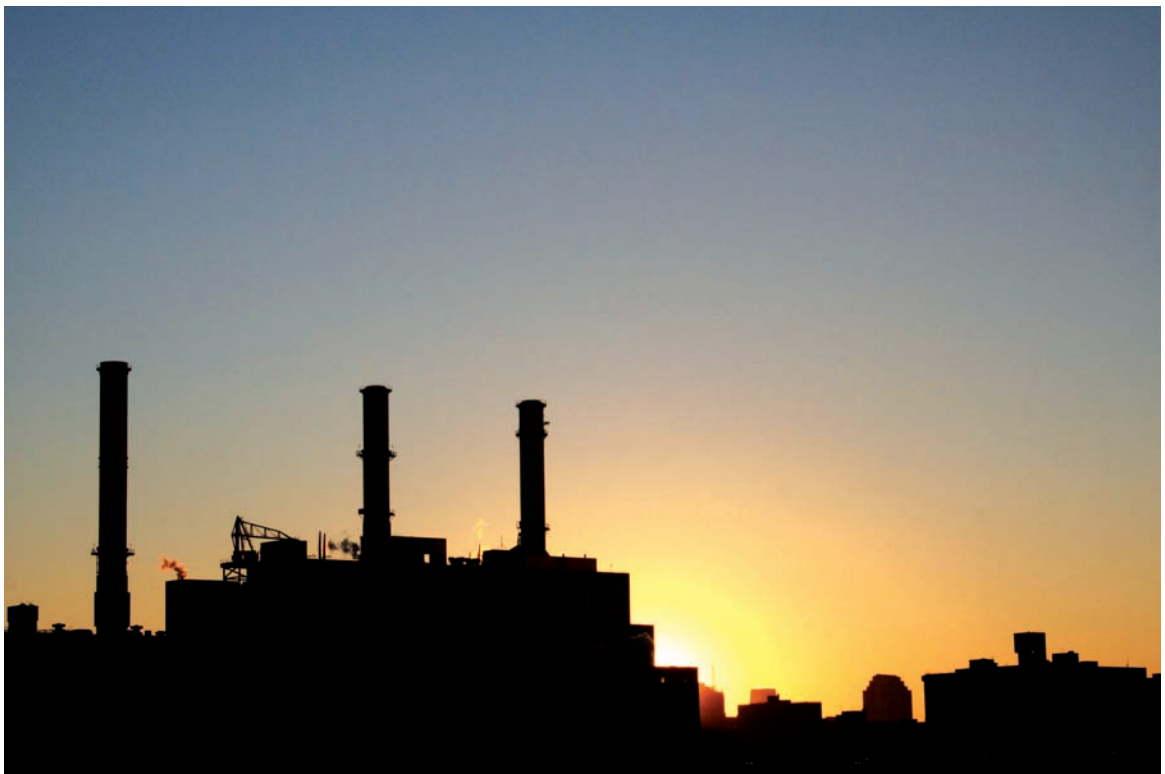
CRITICAL AND CONTEXTUAL STUDIES**SECTION G**

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. Each task provides an opportunity to produce a practical outcome. 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, craftworkers and designers have often produced work that has caused controversy.'*
Discuss this comment, using appropriate examples to illustrate your own views.
- G2. Show through a study of some traditional crafts, how they have changed, now that their forms are more likely to be no longer functional, but contemporary pieces of decorative art.
- G3. Environmental or land art, as illustrated on page 8, has become increasingly more recognisable and popular as an art form in recent years. Produce your own research on this development.
- G4. Show how artists have used knowledge of perspective to create unusual viewpoints and dramatic effects in their work.
- G5. Research into the many different styles of children's book illustration and present your own views on those which you think are most effective.



Environmental Art [Photo by R. Griffin] Task G3.



Industrial Sunset [Photo by R. Griffin] Task C3.