



Rewarding Learning

**General Certificate of Secondary Education
2020**

Art and Design

Component 2

Externally Set Assignment

[G9082]

**DATE OF ONLINE RELEASE TO CENTRES
THURSDAY 2 JANUARY 2020**

TIME ALLOWED

The paper can be issued to candidates at the centre's discretion allowing for a preparatory period of at least 20 hours, followed by a 10 hour supervised timed test. The timed test must be completed:

- Within a three week period
- Over no more than four timed sessions
- With the inclusion of at least one session of at least 4 hours
- Under formal supervision
- At least one week in advance of the submission of marks to CCEA date (to be confirmed annually)

INSTRUCTIONS TO CANDIDATES

This paper contains the theme and suggested starting points to be used for your preparatory studies, leading to your 10 hour timed test.

You are advised to read the whole paper and choose one starting point.

The total mark for this unit is 80.

Externally Set Assignment

Instructions to candidates

In this component you are required to respond to the theme, a starting point or a brief and produce work which meets the four assessment objectives below. You are also required to present your work for assessment and moderation.

You may produce work in any of the following disciplines or a combination of them:

- Fine Art – Drawing and Painting
- Fine Art – Sculpture
- Fine Art – Printmaking
- Textiles
- Ceramics
- Graphic Design
- Photography
- Moving Image/Animation
- Digital Media
- 3D Design

You should produce preparatory work and a final outcome based on this work. Your final outcome must be produced in a 10 hour timed examination. It is important that you **plan and prepare carefully as this will help you decide which materials, processes, techniques and technologies are most appropriate for you to use**. All the work you present for examination must be your own work. If you use the work or texts of others in your research and development you must reference it clearly.

Your teacher will give you the exact instructions regarding the dates and times for your examination and how to submit your preparatory work and your final outcome.

The following are the four assessment objectives which you must meet.

Assessment Objectives		% Weighting	
AO1	Develop ideas through investigations, demonstrating critical understanding of sources	25%	20 marks
AO2	Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes	25%	20 marks
AO3	Record ideas, observations and insights relevant to intentions as work progresses	25%	20 marks
AO4	Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language	25%	20 marks

The theme for this assessment is

'Play'

Play is taking part in activity for enjoyment and recreation rather than a serious or practical purpose. In Art and Design some pieces are about play and some encourage play. It can also be about performance, for example, playing music, playing a role in dance or drama; or celebrations like parties, festivals and carnivals. Making Art is sometimes understood to be a form of play.

Respond to one of the following:

- a visual starting point
- a starting point for Art and Design disciplines from Section 1
- an Art and Design brief from Section 2

Visual Starting Points



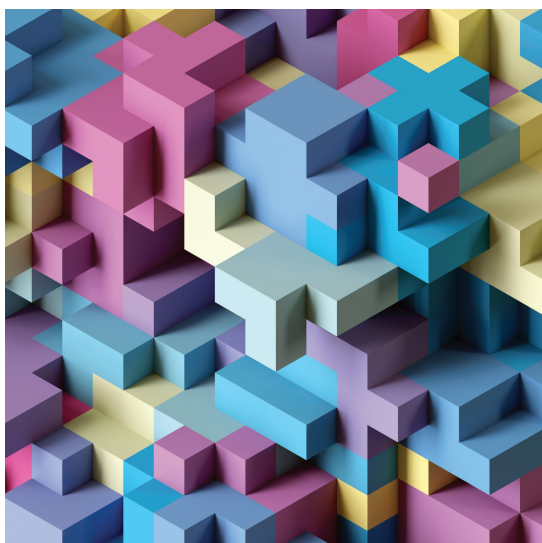
Performance / Energy / Music



Happy / Together / Fun



Recreation / Hobby / Colourful



Construct / Create / Digital



Pop / Organised / Think



Objects / Collect / Options



Imagine / Childlike / Pretend



Sound / Composition / Dynamics



Control / Solo / Virtual



Group / Luck / Strategy

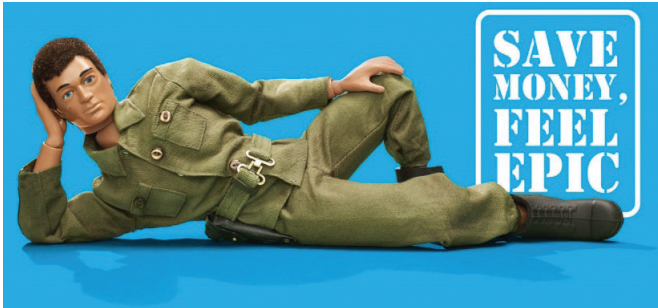


Party / Lights / Dance / Celebrate

Section 1: Starting Points for Art and Design Disciplines

1. Graphic Design

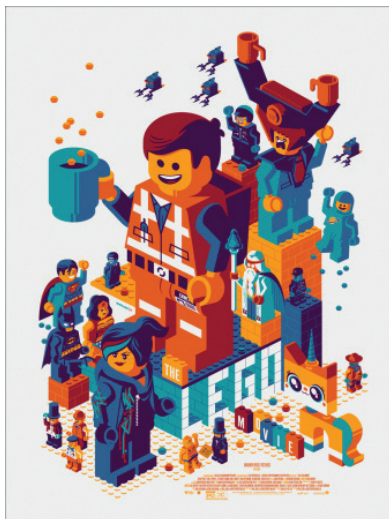
Designers produce posters, billboards, illustrations, packaging or brand identities to give information about products. The graphic products below use objects, motifs and imagery in relation to play. Playful design can tell consumers about products and appeal to their target audiences.



Money Supermarket: Advertising Campaign



Sir Peter Blake: The Beatles, Sgt. Pepper's Lonely Hearts Club Band – Album Artwork



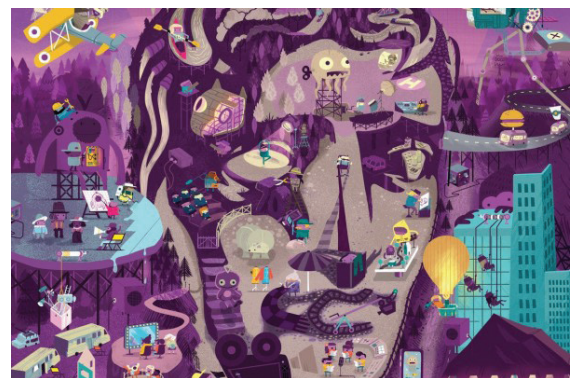
Tom Whalen (Mondo Studios): Lego Movie Poster



Rachael Saunders: Hamleys Poster



Lisa Congdon: Roll With It – Illustration



BAFTA: Children's Film and Television Awards 2017 Brochure

2. Textiles

Textile artists and designers make work inspired by all aspects of the theme, play. For example, children's clothing suitable for play; soft toys for learning through play, costumes and textile artworks inspired by play.



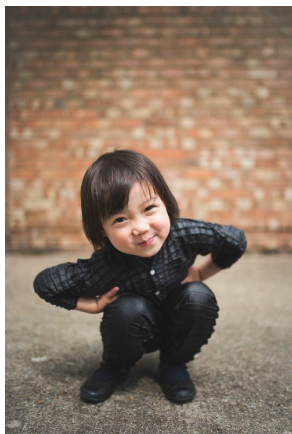
Debbie Smyth: In Full Swing

Stitched frieze capturing the energy, movement and fun of the swings



Manish Arora

Heavily embellished, playful garments inspired by fairy tales, toys and childhood



Ryan Yasin: Petit Pli

Clothing designed to move and grow with the child



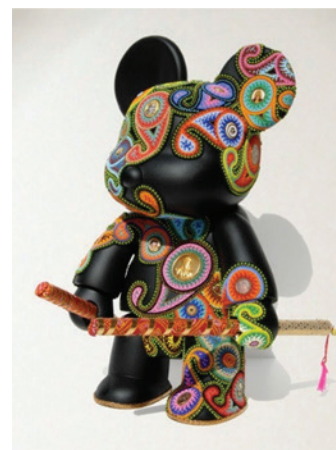
Joana Vasconcelos: Contamination

Textiles installation with playful use of shape, colour, pattern and form



Lucy Sparrow: The Cornershop

Corner shop with items made entirely from felt



Jan Huling

Heavily embellished figures celebrating toys from childhood

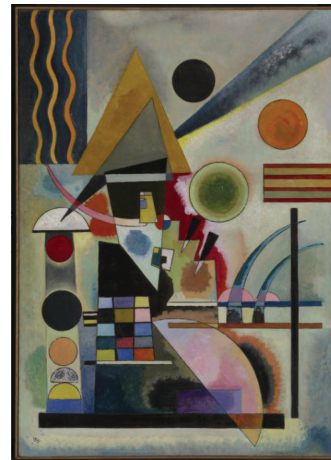
3. Fine Art

Some artworks describe or record children or people playing and some capture the feeling of what it is to play or perform. Other works are about the playful use of media and materials or playful experimentation with the visual elements. Create your own outcome in any Fine Art Discipline.



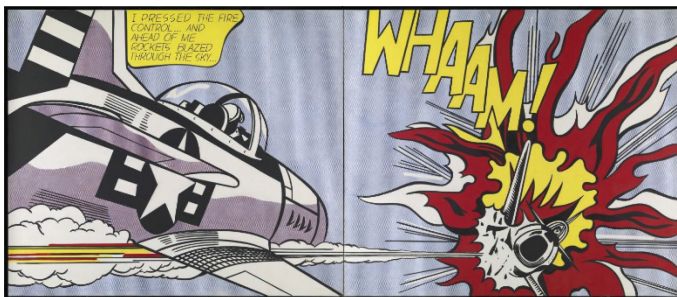
Jeff Koons: Shelter

The comfort of the objects of childhood



Wassily Kandinsky: Swinging

Playful arrangement of colours and shapes inspired by sound and rhythm



Roy Lichtenstein: Whaam

Artwork in the style of the comic books from the artist's childhood



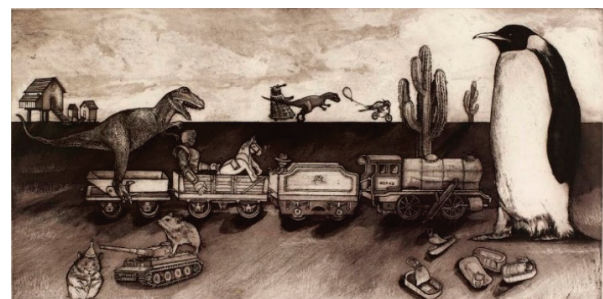
Jackie Edwards: The Artists Children

Painting capturing the various stages of a celebration



Salvador Dali: Lobster Telephone

Playful and menacing combination of objects



Penny Brewill: Unsuitable Pets

An unlikely combination of creatures in a collection of toys

4. Photography, Moving Image and Digital Media

Play and performance, and how they make people feel and respond, is inspiring for photographers and moving image artists. Many also playfully manipulate and combine imagery and processes. They work with film (chemical) processes, digital processes, photograms, pinhole cameras or manipulation of images.



Jim Le Fevre: Short film for MTV

Use of a turntable to animate in response to music



Mira Kalliomäki

Book of Portraits inspired by characters from fairy tales

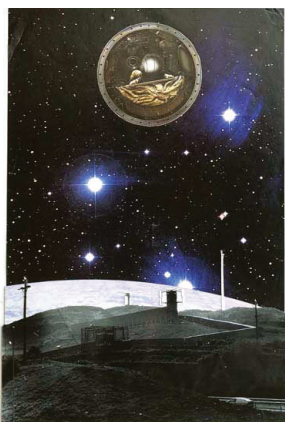


Thomas Dworzak: Girl with balloons

Play continues in difficult circumstances



Thomas Hoepker: Children Playing at the Berlin Wall



Sean Hillen: Newry Gagarin Crosses the Border

Playful use of imagery and humour



Chris Steele-Perkins: Notting Hill Carnival

Photographs aimed at capturing the personalities of the participants

5. Ceramics

Play through experimentation with clay has been a starting point for many ceramicists to explore shape, form, texture, decoration and glazes. For example, Kate Malone uses hand building and glazes to play with scale, colour and form. Patricia Millar takes playful risks with firing techniques to add colour and pattern to her work.



Kate Malone: Magma Series

Large vessels celebrating shapes, forms and colours in the natural world



Patricia Millar: Out of the Fire

Sculpture garden installation pit fired using organic matter from the same garden



Katharine Morling: Boom

Fun interpretation of everyday objects



Jim Le Fevre, Mike Paterson and Roops and Al Johnstone (RAMP ceramics): Pottery Meets Animation for the Crafts Council

An animated film of a vessel, using motifs and a wheel



Betty Woodman: The Ming Sisters

Playful interpretation of imagery from China's Ming Dynasty



Anne Butler: Remnant – Layered Porcelain

Unusual use of porcelain clay to create structure

Section 2: Art and Design Briefs

1. Fine Art Brief

The Museum of Childhood is hosting an exhibition called 'Playback'. Create a work that documents play from different eras, cultures, or how play has changed over time. Produce work in any or a combination of media.



Astrid Werner: Ephemeral



John Ward: The Newspaper Boys



David Inshaw: The Badminton Game



Meschac Gaba: Game Room
Museum of Contemporary African Art



Janet Ledger: Play Street



Christopher Richard Wynne Nevinson: Any Wintry Day in England

2. Graphic Design Brief

Messabout Theatre, a children's theatre company, are expanding and are keen for more young people to get involved. Design and produce a series of promotional materials such as illustrated posters, flyers, cards and/or billboards. Designs should inform young people of the benefits of theatre and performance.



Enkeling: Portrait of the rapper Fresku



Tree Abraham: Harriet the Spy
Moving Film Posters



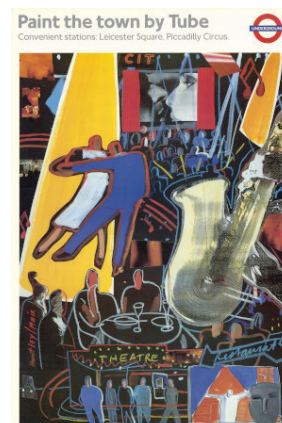
Patrick Cullum: The Bike Shed Theatre
Magazine Artwork



Nik Ainley: Mystic



Eileen Tjan: Studio Theatre Rebrand



Su Huntley and Donna Muir: The Bright Lights of the
West End
London Underground Poster

3. Textile Design Brief

'Fair Play', a cross-community arts organisation, is running a carnival. The carnival is a celebration of the positive impact of art and creativity in the community. Design and make a carnival costume inspired by art and the importance of having fun whilst being creative.



Bob and Roberta Smyth
Artwork about the importance of art



Clary Salandy
Costumes and headdresses for Notting Hill Carnival



Viktor and Rolf: Fall 2015 Collection
Garments using the surfaces, frames and imagery of traditional artworks



Oskar Schlemmer: Costumes from the Triadic Ballet
Playful shapes, forms and colours inspired by artwork of the Bauhaus movement



Calmer Karma
Picasso themed costumes



Hughbon Condor
Fantasy carnival garden costume

4. Three-Dimensional Design Brief

Design a 3D object that can be used to encourage play for children, those with learning or sensory needs or older adults. For your outcome, present either a full size or small-scale version of your product.



Amy Whitworth: Qubis House

Modern doll's houses that double as furniture



'Hamlet' Toy Theatre



Maileg Soft Toys



Bonnie Binary

Interactive, tactile toy dinosaurs



Michele Bilyeu: With Heart and Hands

Fidget quilt

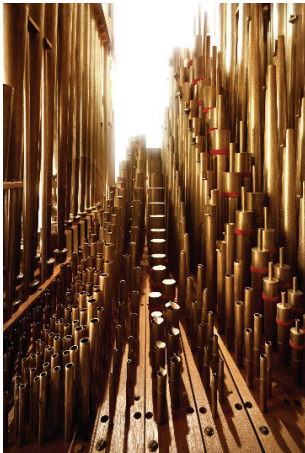


Grimms Toys

Designed to encourage open ended play

5. Photography, Moving Image Arts and Digital Media Brief

A music festival is hoping to broaden its audience by including a film and photography exhibition called 'Play it Loud, Play it Clear'. Submit a movie or series of at least 3 photographic pieces inspired by the acts of playing or responding to music.



Mierswa Kluska

Photographs taken inside the musical instruments of the Berlin Philharmonic Orchestra

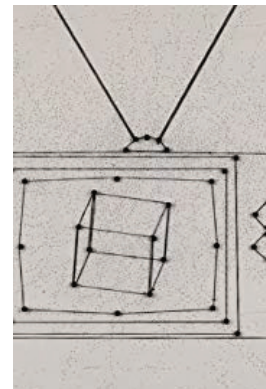


Alive Inside

Film about the power of music for people with Alzheimer's



Aardman Animations: Peter Gabriel – Sledgehammer
Stop motion animated music video



Nathan Johnson: Son Lux, Change is Everything
Stop motion animated music video



The ethos and atmosphere of Glastonbury Festival



Chris Steele-Perkins: Wolverhampton Disco

6. Fine Art – Sculpture Brief

A new business park is planned for a city. To make it an appealing place to work, planners would like to include a sculpture park which can be enjoyed by workers on breaks or en route to and from work. Plan and make a sculpture or series of sculptures inspired by the theme 'All Work and No Play'. Sculptures should be fun, playful and bring joy to the working day. Outcomes can be presented as scaled models.



Niki de Saint Phalle: Golem



Warde: HQ Architects

Flowers that Bloom in response to pedestrians



Caitlind r.c. Brown & Wayne Garrett: Cloud



Claes Oldenburg: Spoon Bridge and Cherry



Toshiko Horiuchi MacAdam

Net play for all ages



Jeff Koons: Puppy

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