

OCR

Oxford Cambridge and RSA

**To be opened on receipt
September 2017 – May 2018**

AS GCE APPLIED ART AND DESIGN

F143/01 The Creative Process

**To be issued to candidates at the start of the course
Test paper for use from September 2017 – May 2018**



TIME Although there is no set time limit for the preparatory research and work necessary to plan and produce the final outcome(s) to the project brief, you must meet the deadline for presentation(s) to your client which will be a date set by your teacher.

Failure to submit your work by the set date will result in its exclusion from marking and moderation for the proposed examination session.

INSTRUCTIONS TO CANDIDATES

- You must use this booklet for guidance throughout your work for this unit.
- You must complete your outcome(s) by the deadline date set by your teacher.
- You must submit all your preparatory work with your outcome(s).
- All preparatory work and the outcome(s) must be your own work.
- All sources **must** be clearly shown or stated and copyright acknowledged.

INFORMATION FOR CANDIDATES

- Your work will be assessed against the three assessment objectives
- **AO1: Applying knowledge and understanding of others' practice** **25 marks**
- **AO2: Applying skills, techniques and understanding** **50 marks**
- **AO3: Analysis, synthesis and evaluation** **25 marks**
- The total number of marks for this paper is **100**.
- You may start your preparatory work as soon as you receive this paper.
- Guidance for candidates is given on page 2.
- The quality of written communication will be assessed, including clarity and expression of ideas, presentation, spelling, punctuation and grammar.
- This document consists of **4** pages. Any blank pages are indicated.

It is important that you discuss with your teacher anything you do not understand and that you meet the set deadline date.

GUIDANCE FOR CANDIDATES

To achieve this unit, you will need to produce and present a portfolio of work as a creative response to the externally set brief.

Your preparatory studies and research should be presented through sketchbook work, study sheets or experimental investigations in any medium.

You should interpret your chosen brief appropriately to create your art, craft or design outcome(s).

In planning and developing your work you must show evidence of your:

- investigation and research
- development and review
- analysis and evaluation
- presentation.

Investigation and research

Gather information and ideas from appropriate sources and record your responses. Sources include:

- personal experience
- observation
- memory
- imagination
- the work of artists, craftspeople or designers.

All sources must be clearly shown or stated and copyright acknowledged.

Development and Review

Investigate different ways of working through the creative process. You should:

- create and develop your own ideas and use suitable materials and techniques
- explore the qualities of materials and techniques you intend to use
- develop and make changes to your work as it progresses
- acknowledge connections with other artists, craftspeople or designers in your own work
- make judgements and give opinions about your own work and the work of others.

Analysis and Evaluation

Throughout all of the stages of your work:

- analyse your sources, the requirements of the brief and your responses
- consider and evaluate the quality and 'fitness for purpose' you have demonstrated, including the strengths and weaknesses.

Presentation

Use suitable methods of presentation throughout all stages of the creative process.

CLIENT: A National Science Museum**An Exhibition on the Theme of 'Technology'****Scenario**

Technology is a big part of our daily lives and affects us all in some way. Technology helps us to accomplish various tasks. Technology is the use of human knowledge involving tools, materials and systems. Everywhere you go technology impacts on us in some way. We use technology to extend our abilities; making people the most important part of any technological system.

Throughout history, the use of technology has provided inspiration for artists and given artists new tools for expression, depicting outcomes in a variety of ways. Art and technology are now interlinked more than ever before, with technology being a fundamental force in the evolution of art. Examples include printing and modelling digitally created sculptures in 3D, wall-climbing robotics, computer generated images, integration of 3D graphics into 2D artwork, projected laser light structures, photographic and graphic design software, cinema innovations and the use of laser cut precision to produce art.

A National Science Museum is celebrating the wide diversity of technology in our everyday lives by holding an exhibition and by producing leaflets, educational materials, web-based materials and short films or animations.

The aim is to promote public awareness, across age groups and genders, through the creation of artefacts or publicity materials.

Starting Points

- Nature inspired technology
- Information technology
- Effects of technology – good and bad
- Recreation and leisure
- Evolution and medical technology
- Electronic superhighway
- Digital revolution
- Concept and abstract art
- Alternative or renewable energy

Brief

Selecting one or more of the starting points, develop and produce an art, craft or design outcome(s) for the 'Technology' exhibition.

The art, craft and design work should visually reflect and demonstrate the effect of technology on our everyday lives, in one of the following ways:

- poster/leaflet
- short film/animation/digital presentation
- educational activity pack
- kinetic/static mobile or sculpture
- painting/decorative wall hanging
- photographic portfolio/presentation
- website homepage/blog/app download
- 2D or 3D gift shop item.

All work must be clearly labelled with your name, candidate number, centre number, unit title and unit number.

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