



Curriculum Description for Singapore-Cambridge GCE 'A' Level

Art and Design GCE Advanced Level for examination in 2007 Syllabus 9288

Art and Design 9288 A Level (2007)

INTRODUCTION

The study of art provides candidates with the opportunity to give meanings to experiences by expressing their ideas and feelings in visual forms. The direct experience of the practical and theoretical aspects of art provides pupils with a fuller understanding of the role of art in the development of mankind.

Art encourages and fosters creative, critical and analytical thinking, sensitivity and powers of observation. As a result, particular enjoyment and aesthetic pleasure are experienced and self confidence is engendered.

AIMS

The aims of the syllabus are to:

- heighten an awareness and appreciation of art within historical, cultural, social and environmental contexts
- develop an ability to identify and solve problems creatively in visual forms
- encourage creativity, experimentation and innovation through the inventive use of materials, techniques and technologies
- develop technical ability and manipulative skills necessary to competently form, compose and communicate in two dimensions using a variety of materials and processes
- foster confidence, enthusiasm and a sense of achievement in the practice of art
- cultivate a thinking and inquiring mind
- acquire a working vocabulary in art

Art and Design 9288 A Level (2007)

LEARNING OUTCOMES

Knowledge and Skills

- identify, analyse and interpret artworks in light of their historical, social and cultural contexts;
- identify problems and explore a variety of innovative solutions to problems encountered;
- record from observation and personal experience;
- explore, analyse, organise, develop and translate ideas into artworks;
- make skilful and creative use of materials, techniques and technologies to generate ideas and create artworks;
- communicate with an insightful working vocabulary, information about their process of art making and responses to artworks;
- understand and be able to analyse the development of Western modern art;
- be able to draw links and make comparisons between Western art movements and regional art developments.

Values and Attitudes

- value the diversity of artworks made in different times and places;
- enjoy experiences in art making;
- take risks and seek more creative and innovative solutions to problems;
- be reflective and curious about the environment;
- be able to work independently;
- achieve a sense of confidence in their artistic ability.

EXAMINATION REQUIREMENTS

Candidates will be required to offer Paper 1: Design Study and Paper 2: Drawing & Painting and Paper 3: Visual & Cultural Studies.

Art and Design 9288 A Level (2007)

WEIGHTING & ASSESSMENT OF PAPERS

Paper Assessment Weighting

Design Study 30%

3 hrs

Paper given three weeks in advance, six stimuli will be set and candidates are to make a response to one. One unit comprising the finished artwork and not more than five sheets of A3 preliminary/supporting studies.

Compulsory

2-3 hrs

Drawing & Painting 30%

Paper given three weeks in advance, six themes will be set and candidates are to make a response to one theme.

Preliminary/supporting studies not amounting to more than five A3 sheets of paper must be submitted.

Compulsory

2-3 hrs

Visual & Cultural Studies 40%

Five essay and five stimulus questions will be set and candidates are to answer one essay question, one stimulus question and a choice of either one essay or one stimulus question.

Compulsory

Art and Design 9288 A Level (2007)

DESCRIPTION OF PAPERS

Paper 1: Design Study

The Design Study concerns the candidate's ability to analyse a design brief, and to arrive at an appropriate solution by producing a design on paper.

The paper is given to candidate's three weeks in advance to allow the choice of question to be considered and preparatory studies to be made. The preparatory studies, amounting to not more than five A3 sheets of paper, must be submitted to show consideration given to: research and development of ideas for the chosen question. Candidates who do not submit preparatory studies may not have the full range of marks available to them.

Six questions will be set of which the candidate should attempt one. The following choices will be offered:

- a) Design using Lettering
- b) Illustration and Calligraphy
- c) Environmental Design
- d) Interior Design
- e) Fashion Design
- f) Fabric Design

Paper 2: Drawing & Painting

The Drawing and Painting Paper enables personal and creative expression and interpretation of concepts/ideas and feelings to a given theme.

This paper is given to candidates three weeks in advance to allow for preparatory studies to be made and items to be considered. The preparatory studies, amounting to not more than five A3 sheets of paper must be submitted to illustrate the different possible interpretations, exploration and development of ideas. These can be in the form of drawings, sketches, research information/data, reproduced images and written notes. Candidates who do not submit the preliminary/supporting studies may not have the full range of marks made available to them.

Six themes will be set, of which candidates should attempt one. The themes will give candidates the necessary latitude to make a personal response. Candidates may choose to interpret the given theme in a representational or non-representational manner. However, the bases for the interpretations must be shown in the preliminary/supporting studies. The interpretations must be informed by the object/specimen/images which should act as the starting point and whose traces should remain apparent in the resultant composition. Candidates may employ any appropriate media and techniques to realise their artistic intentions.

Examples of themes:

Example 1: "Something Blue"

Candidates may do a representational or non-representational interpretation of the given theme. The interpretation may be realised as a direct observational study, a cubist analysis of the relevant object/s, a figurative portrayal of someone in a pensive mood.

Example 2: "Twister"

Candidates may do a representational or non-representational interpretation of things that swirl, e.g. telephone cables, hair curlers or bandages unravelling.

Paper 3: Visual & Cultural Studies

The purpose of this paper is to test candidates' knowledge and understanding of the modern art movements from the 1870s to 1990s.

Art and Design 9288 A Level (2007)

Modern Art Movements, 1870s - 1990s

Candidates will study the principal art movements and the major modern artists from 1870s to 1990s and be able to have background knowledge to similar trends in Singapore and the following Southeast Asian countries: Thailand, Philippines, Malaysia and Indonesia.

The principal art movements to study are Impressionism, Post-Impressionism, Fauvism, Cubism, Expressionism, Futurism, Dada, Surrealism, Abstract Expressionism, Pop Art and Postmodernism.

The major artists to study are: Manet, Monet, Rodin, Van Gogh, Gauguin, Cézanne, Seurat, Matisse, Munch, Picasso, Braque, Kandinsky, Brancusi, Mondrian, Boccioni, Duchamp, Dali, Magritte, Pollock, Lichtenstein, Warhol, Nam June Paik, David Hockney, Jasper Johns and Cindy Sherman.

Art and Design 9288 A Level (2007)

ASSESSMENT OBJECTIVES

Paper 1 : Design Study

The four assessment domains applied to Paper 1: Design Study are:

- 1 Exploration and Development of Ideas/Concepts
- 2 Aesthetic qualities
- 3 Selection and Control of Materials and Technical Processes
- 4 Personal Response

The following assessment objectives stated in the four domains define a range of assessable qualities and skills that can be demonstrated by candidates at this level.

The domains as assessment criteria are as follows:

Candidates should be able to:

1 Explore and Develop Ideas/Concepts (25%)

- demonstrate an understanding and creative interpretation of the chosen theme/stimulus
- record their exploration of theme/stimulus and show their development and evaluation of ideas or concepts
- show a relevant and consistent inquiry through critical thinking and reflection

2 Show Aesthetic Qualities (25%)

- illustrate an understanding of art elements and principles
- make aesthetic judgements appropriate to the chosen idea/concept

3 Select and Control Materials and Technical Processes (25%)

- apply and manipulate materials appropriately
- demonstrate technical competency in handling the media
- demonstrate creative use of materials and processes

4 Demonstrate Personal Response (25%)

- exhibit a personal engagement in the preliminary/supporting studies and an original input in the final artwork
- impress with personal vision and commitment in the development of the intention
- demonstrate curiosity and innovation