

Pearson Edexcel GCSE

Art and Design (Full Course and Short Course) Unit 2: Externally Set Assignment in Art and Design

June 2016 – Examination

Preparatory period: Approximately 20 hours

Sustained focus: 10 hours

Paper Reference

5AD02–5GC02

5FA04–5GC04

You do not need any other materials.

Instructions

- This paper should be given to the teacher-examiner for confidential reference AS SOON AS IT IS RECEIVED in the centre in order to plan for the candidates' preparatory studies period.
- This paper is also available on the Pearson Edexcel website from January 2016.
- Centres are free to devise their own preparatory period of study prior to the 10 hours of sustained focus.
- The paper may be given to candidates as soon as it is received, at the centre's discretion.

Full Course

5AD02 GCSE Art & Design: Art and Design

5FA02 GCSE Art & Design: Fine Art

5TD02 GCSE Art & Design: Three-Dimensional Design

5TE02 GCSE Art & Design: Textile Design

5PY02 GCSE Art & Design: Photography – Lens and Light-based Media

5GC02 GCSE Art & Design: Graphic Communication

Short Course

5FA04 GCSE Art & Design: Fine Art

5TD04 GCSE Art & Design: Three-Dimensional Design

5TE04 GCSE Art & Design: Textile Design

5PY04 GCSE Art & Design: Photography – Lens and Light-based Media

5GC04 GCSE Art & Design: Graphic Communication

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Candidate guidance

Your teacher will be able to teach, guide and support you as you prepare your personal response. You may also complete preparatory work without direct supervision.

The preparatory period

The process of producing work for assessment may begin once you receive this paper. You should develop your response to the theme in a personal, creative way. The preparatory period consists of approximately 20 hours. You should be producing supporting studies, developing, refining and recording your ideas towards the final outcome(s).

The period of sustained focus

The period of sustained focus consists of no more than **ten hours** working under supervised examination conditions, in an appropriate studio setting, producing your final outcome(s) in response to the theme.

During this time you should refer to your supporting studies and develop, refine and improve your final outcome(s).

Teachers will be able to support you with matters such as working space, materials and equipment. However, teachers will not be able to give you feedback about your work in progress or suggest how you might improve or develop your outcome(s).

The Externally Set Assignment is worth 40% of the GCSE.

Your teacher will inform you of the dates and times when you will complete your ten hours of unaided work for the Externally Set Assignment.

Exploring and Developing the Theme

The theme this year is:

Past, Present and/or Future

Previous – bygone – prior – long ago – extinct – ancient – modern – old – contemporary – historic – immediate – today – current – present day – now – here – instant – coming – destined – in the moment – emerging – forthcoming

Discuss the theme with your teacher and make sure that you produce evidence to cover the four Assessment Objectives. Remember that each Assessment Objective is worth 25% of your final mark for this paper.

The four Assessment Objectives are:

- develop ideas through investigations informed by contextual and other sources, demonstrating analytical and cultural understanding
- refine ideas through experimenting and selecting appropriate resources, media, materials, techniques and processes
- record ideas, observations and insights relevant to intentions in visual and/or other forms
- present a personal, informed and meaningful response demonstrating analytical and critical understanding, realising intentions and, where appropriate, making connections between visual, written, oral or other elements.

Your work could develop from experimenting with materials and then move on to recording observations.

You could start by recording observations in a variety of ways.

You could begin to develop your response to the theme by investigating and analysing the work of artists, designers and craftworkers and then move on to recording observations or experimenting with materials and techniques.

Evidence for the Assessment Objectives may be produced in a variety of ways.

Suggested Starting Points and Contextual References

The starting points and contextual references on the following pages are suggestions to help you think about possible ideas, preferred ways of working and a personal, creative approach to this year's theme.

You may prefer to use a starting point of your own and explore and respond to other artists, images, websites, apps and publications that relate to the theme 'Past, Present and/or Future'.

Past, Present and/or Future

People

Our facial appearance changes over time. Our bodies may become slower and less active. **Betina La Plante's** photograph *Terence Stamp Now and Then* shows how we might age by setting two images side by side, each depicting one half of the same face, photographed years apart. Could you create a piece of figurative art inspired by change over time?

Politicians, film stars, pop icons or sportspersons, for example, can be inspirational and influence our futures. How could you convey a person's importance or powerful influence in your work?

For centuries people have employed artists and photographers to mark significant achievements and celebrations with a formal portrait, sometimes props are included to show what is being celebrated. **Michael Browne's** painting *A League of Their Own* depicts Manchester United players past and present. This painting celebrates the team's decade at the top of the game. How might you portray an important achievement?

Fashions from the past and present evolve into new fashions to alter the way people could look in the future. Cosmetic surgery can transform faces and bodies. How people alter their looks could provide you with a starting point for your response.

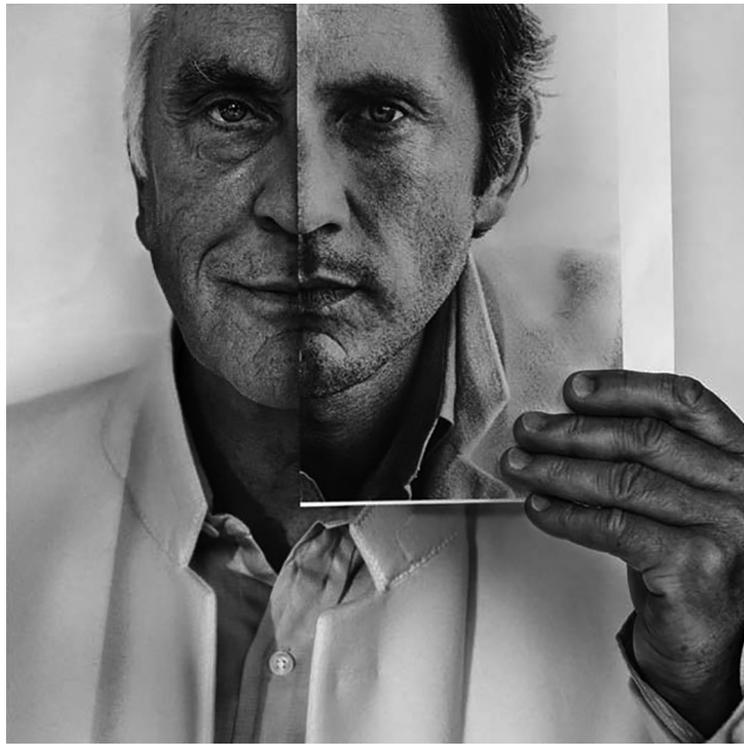
Successive generations of a family could represent the past, present and/or future. How might you portray the past, present and/or future of a family?

Could people at a fancy dress party with a past, present and/or future theme provide you with a starting point for your response?



(Source: © Chris@cavendish-press.co.uk)

Michael Browne
A League of Their Own
painting



Betina La Plante
Terence Stamp Now and Then
photograph

Contextual References

Paula Rego (Fine Art)
Samuel Fosso (Photography – Lens and Light-based Media)
Abdoulaye Konaté (Textile Design)
Umberto Boccioni (Three-Dimensional Design)
Shepard Fairey (Graphic Communication)

www.npg.org.uk
www.photographersgallery.co.uk
www.62group.org.uk
www.musee-rodin.fr
www.kemistrygallery.co.uk

art The Definitive Visual Guide: Dorling Kindersley
The Photography Book: Phaidon
Textiles Now: Laurence King Publishing
Postcards from Vogue: 100 Iconic Covers (Paperback): Particular Books
The Shock of the New: Thames and Hudson

The references on these pages could help you to think about possible ideas and could be used to support any starting point. You may prefer to explore and respond to other artists, images, websites, apps and publications.

Past, Present and/or Future

Places

Ancient buildings in cities, towns and villages have provided artists, designers and craftworkers with ideas for their work. In the 18th century young artists and architects went on tours of Europe to visit capital cities. Ancient buildings such as the Pantheon in Rome would inspire their work. Could a visit to an ancient building provide you with inspiration for your own work?

Road and rail networks change and new maps need to be made. Could researching maps provide you with an interesting way to develop your ideas?

The way places might look in the future can be a source of inspiration for artists and designers. Illustrator **Stefan Morrell** depicts a futuristic city in his work. Video game designers also create fictional places and environments. Could you imagine a futuristic place and use your ideas as a starting point for your response?

As the populations of countries increase, places such as railway stations and airports constantly change to accommodate the movement of more people. Could researching and investigating such places provide you with ideas?

Could places you remember from the past, a place you are planning to visit in the future or even your immediate surroundings, for example, a holiday destination, a visit to a restaurant or a shopping trip, provide a starting point for your work?

Renovating, restoring and repairing old buildings can give them a future. Could any of these processes provide you with a starting point for your response?



Apollodorus of Damascus

Pantheon
architecture



Stefan Morrell
Untitled (Concept Art series)
painting

Contextual References

Robert Hubert (Fine Art)

Angelo Ferraris (Photography – Lens and Light-based Media)

Dionne Swift (Textile Design)

Grayson Perry (Three-Dimensional Design)

Paula Scher (Graphic Communication)

Liu Xiaodong (Fine Art)

www.conceptartworld.com

www.vangoghmuseum.nl

www.stitchtextileartists.co.uk

www.modernsculpture.com

www.nationalmediamuseum.org.uk

The Art of Blizzard Entertainment: Insight Editions, Div of Palace Publishing Group

1000 Artisan Textiles: Contemporary Fiber Art, Quilts, and Wearables, Quarry Books

Through the Lens: National Geographic's Greatest Photographs: National Geographic Society

Roman Sculpture: Yale University Press

The references on these pages could help you to think about possible ideas and could be used to support any starting point. You may prefer to explore and respond to other artists, images, websites, apps and publications.

Past, Present and/or Future

Natural World

Creatures of the past, such as the dinosaurs, have provided artists and sculptors with inspiration for their work. **Shen Shaomin** produced a sculpture using animal bones. A visit to a natural history museum could provide you with an opportunity to research and investigate creatures of the past to inspire your response.

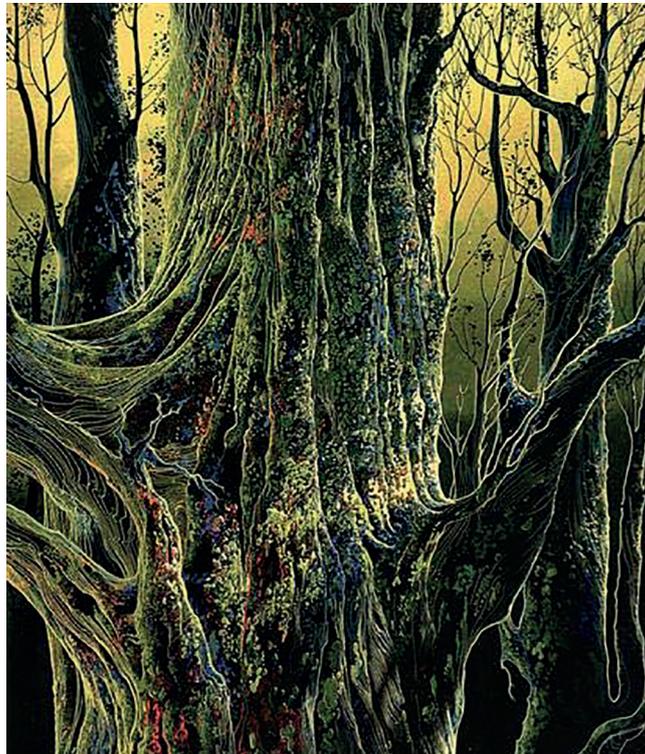
Modern science has enabled us to see hidden worlds. Microscopes reveal weird and wonderful living things. These new worlds can provide artists and designers with inspiration for art forms. Could investigating and recording hidden worlds provide you with a starting point?

The young shoots of growth or a flower bud ready to burst into colour, are signs of Spring, and a warmer and brighter future. Could the onset of Spring inspire ideas?

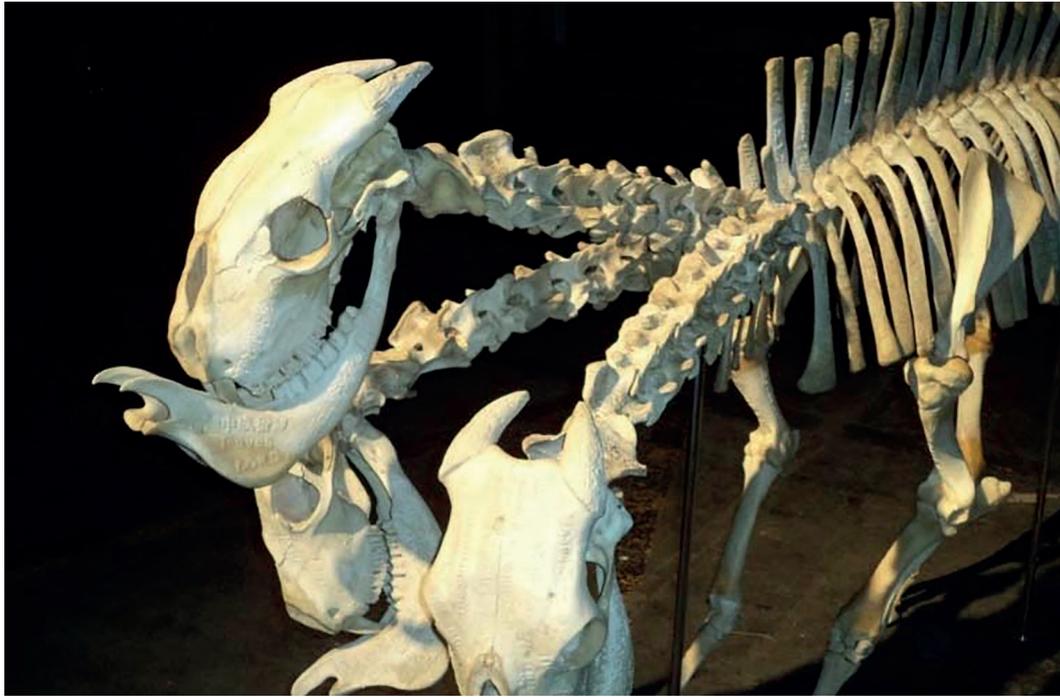
How will the natural world look in the future if our climate changes? Perhaps you can imagine a tropical landscape or desert. Could you investigate different natural environments to create an exciting response?

Eyvind Earle depicts the intricate shapes and textures of ancient tree bark that have formed over time. Trees and plants can be a rich source of inspiration for artists, designers and craftworkers. Could you discover exciting sources from the natural world for your ideas?

Extreme weather of the past and present is a source of inspiration for some artists, designers and craftworkers. Could the effects of the weather provide you with a starting point for your work?



Eyvind Earle
Ancient Tree
painting



Shen Shaomin
Unknown Creature – Three Headed Monster
sculpture

Contextual References

Charles R Knight (Fine Art)
Edward Weston (Photography – Lens and Light-based Media)
Andy Goldsworthy (Three-Dimensional Design)
Judith Reece (Textile Design)
Salvador Dali (Fine Art)

www.rijksmuseum.nl
www.photography-now.com
www.nopattern.com
www.nhm.ac.uk
www.vinmag.com

The Photographer's Eye: Museum of Modern Art
20th Century Photography: Taschen
Charles R Knight: The Artist Who Saw Through Time: Abrams
Andy Goldsworthy: Wood: Penguin Books
Edward Weston: Photographs from the J Paul Getty Museum: Getty Publications

The references on these pages could help you to think about possible ideas and could be used to support any starting point. You may prefer to explore and respond to other artists, images, websites, apps and publications.

Past, Present and/or Future

Objects

Consumer goods continuously progress and change. Arrangements of objects from different times and cultures could illustrate a diverse mix of styles. **Lisa Milroy's** painting *Pairs* shows a collection of different footwear. Could a collection of objects be an interesting starting point?

The shape, size and decoration of an object all give clues to its age and heritage. Could researching shape, size and decoration, for example, be an interesting way for you to start your work?

It is now commonplace to recycle objects from the past. Can you think of ways to recycle objects to create an exciting response?

The design of electronic devices changes rapidly. Can you imagine what devices might look like in the future as a source of inspiration for your response?

Kira Kim has created an interesting contemporary still-life painting using discarded packaging and fast food to capture the present. Collecting and recording everyday objects could provide you with an idea for your response.

New products are being created all the time. Life in the future may create a need for an object that has not yet been invented. Could you develop an idea for a new product?



Kira Kim

Still Life with a Beer of Budwiser
painting



Lisa Milroy
Pairs
painting

Contextual References

Chris Ofili (Fine Art)

Andreas Gursky (Photography – Lens and Light-based Media)

Jill Flower (Textile Design)

El Anatsui (Three-Dimensional Design)

Andrea Tese (Photography – Lens and Light-based Media)

www.textilearts.net

www.collageart.org

www.gettyimages.co.uk

www.studio21textileart.co.uk

www.onlineceramics.com

The Art of Assemblage: Museum of Modern Art

The Found Object in Textile Art: Interweave Press

500 Ceramic Sculptures: Contemporary Practice, Singular Works (500 Series)

A Century of Graphic Design: Mitchell Beazley

The Art Book: Phaidon

Modern British Sculpture: Royal Academy of Arts

The references on these pages could help you to think about possible ideas and could be used to support any starting point. You may prefer to explore and respond to other artists, images, websites, apps and publications.

Past, Present and/or Future

Activities

Jennifer May's *Globe Logo* clearly conveys that climate change is a global problem affecting us all now and in the future. Could you focus on an important issue from the past or present in the development of your response?

Artists and designers have depicted how people work. The world of work in the future could be very different from today. Avatars and virtual environments could become the norm. Could you imagine a futuristic work environment in order to develop a response?

Parents, grandparents and other adults can be important influences in our lives. Close relationships are often portrayed in works of art. **Martin Ridgwell's** etching *In My Father's Footsteps*, illustrates how we sometimes follow and copy behaviours similar to those of our parents. Researching and investigating the actions and behaviours of parents, or other adults, might give you inspiration for your work.

Some artworks tell stories about past actions recorded in history, religion or myth. More recently, modern artists have told their own stories about present-day experiences and events. Could you use the story of an incident to develop your response?

Art from the past influences art today and will also influence art of the future. Researching and investigating art of the past might help you with your work.



Martin Ridgwell
In My Father's Footsteps
etching

Past, Present and/or Future

Imagination

Andy Warhol's print *In the Future Everybody will be World Famous for Fifteen Minutes* uses image and text to express an opinion about how the media might affect people living in the future. Could a slogan and imagery inspire you to illustrate the past, present and/or future?

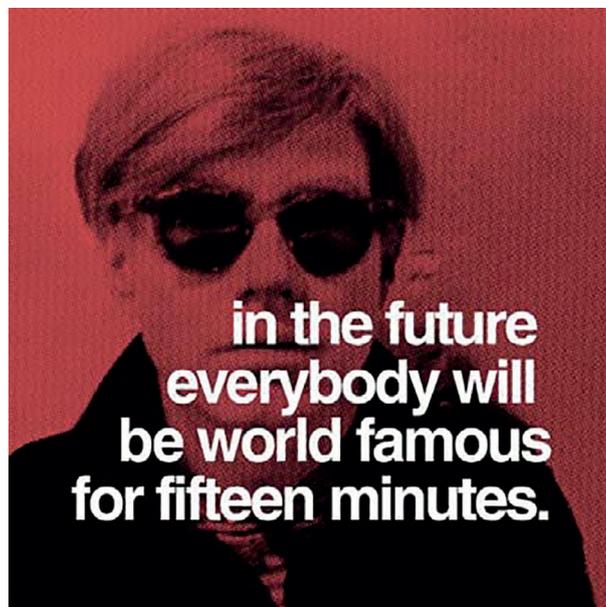
A journey with a beginning, middle and an end could be real or imagined. Recording things, or places, you might see along the way, could provide you with a source of inspiration.

Artists, designers and craftworkers often discover new ways of using materials and techniques. New media and the technologies associated with them bring about new possibilities. **Pankaj and Nidhi Ahuja's** *SS12 Light Show Dress* combines electronics with textiles. Could researching and investigating the potential of new materials and technologies provide you with a starting point?

What you learn from your past and what you do in the present can give you hopes, dreams and expectations. Can you imagine where you will be and what you could be doing in the future in order to develop ideas?

The science fiction of today could become a reality in the future. Robots, seen in films or read about in books, are now widespread. The possibility that something in today's science fiction may become a reality in the future could influence the development of your work.

Memories can be a great source of inspiration for artists, designers and craftworkers. Do you have memories that could inspire your response?



Andy Warhol
Andy Warhol Quotation
print



Pankaj and Nidhi Ahuja
SS12 Light Show Dress
E-textiles

Contextual References

Kara Walker (Fine Art)
Claire Beckett (Photography – Lens and Light-based Media)
Sophie Standing (Textile Design)
Stefan Sagmeister (Graphic Communication)
Bruce Nauman (Three-Dimensional Design)

www.courtauld.ac.uk
www.zero3textileartists.com
www.rbs.org.uk
www.warhol.org

Sculpture: From Antiquity to the Present Day: Taschen
Meggs' History of Graphic Design: John Wiley and Sons
20th Century Ceramics: Thames and Hudson
Art of the Digital Age: Thames and Hudson

The references on these pages could help you to think about possible ideas and could be used to support any starting point. You may prefer to explore and respond to other artists, images, websites, apps and publications.

General web references

www.tate.org.uk
www.nationalgallery.org.uk
www.britishmuseum.org
www.saatchi-gallery.co.uk
www.vam.ac.uk
www.guggenheim.org
www.africanart.org
www.craftscouncil.org.uk
www.arttribal.com
www.art2day.co.uk
www.sculpture.org.uk

General apps

Louvre HD: Evolution Games LLP
Art History Flashcards: Virtual Flashcards
Art HD Great Artists Gallery and Quiz: ADS Software Group, Inc
The Life of Art: J Paul Getty Trust
Cropped: A Brief History of Graphic Design: Cheryl Pell
Soviet Posters HD: Evolution Games LLP
The V&A: The Victoria and Albert Museum
WikiArt Encyclopaedia of Fine Art: Katerina Nerush
National Gallery London HD: Evolution Games LLP

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