



General Certificate of Education  
Advanced Subsidiary Examination  
June 2013

## Art and Design (Art, Craft and Design) ARTA2

### Unit 2 Externally Set Assignment

To be issued to candidates on 1 February 2013 or as soon as possible after that date.  
All teacher-assessed marks to be returned to AQA by 31 May 2013.

**For this paper you must have:**

- appropriate art materials.

#### Time allowed

- 5 hours

#### Instructions

- Read the paper carefully. Before you start work, make sure you understand all the information.
- Answer **one** question.
- Following a period of initial research you should produce work of a developmental nature within the supervised period of 5 hours.
- The work produced in the supervised time may take any appropriate form.
- Work carried out during the supervised time may lead to further work of a developmental nature or to the completion of a final piece or pieces.
- You must show evidence of personal work relating to your chosen question.
- You must show evidence of research and of investigating and developing ideas. This should include visual work and, if appropriate, annotations or written work. Sketchbooks, workbooks and/or journals may be included.
- Practical responses to the work of other artists, designers, craftspeople and photographers must show development in a **personal** way.
- The work submitted for this unit must be produced **unaided**.

#### Information

- The maximum mark for this paper is 80.
- All questions carry equal marks.
- There is no size restriction on work produced for this paper.
- You should make sure that any fragile, temporary or ceramic work is photographed, in case of accidents.

#### Advice

- You may discuss your ideas with your teacher before deciding on your starting point.
- You may use any appropriate media, method(s) and materials, unless the question states otherwise.

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This paper will test your ability to:

- develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding
- experiment with and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as your work develops
- record in visual and/or other forms, ideas, observations and insights relevant to intentions, demonstrating an ability to reflect on your work and progress
- present a personal, informed and meaningful response demonstrating critical understanding, realising intentions and, where appropriate, making connections between visual, written, oral or other elements.

The questions below should be seen as starting points for personal investigations in which you make reference to critical and contextual material with which you are familiar.

Choose **one** of the following questions.

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**1** *Fabulous Beasts*

Fabulous beasts and hybrid creatures, such as the centaur, chimera, wyvern and griffin, feature in many cultures. They also feature in the work of artists, illustrators and filmmakers. Consider appropriate examples and create your own work.

**2** *Shells*

The shapes, colours and patterns of shells have provided artists, designers and photographers with a rich source of inspiration. Shells have also been incorporated into the work of sculptors, jewellery makers and textile artists. Investigate this theme and develop your own ideas, making reference to appropriate work by others.

**3** *Fast Food*

Fast food has become a significant part of modern life and is marketed with persuasive advertising. However, there are serious concerns about its impact on health. Consider appropriate contextual material and produce your own work in response to any aspect of this topic.

**4** *Family Gatherings*

In many cultures, families gather together to celebrate events such as birthdays, weddings and anniversaries. Consider aspects of a family gathering such as clothes, decorations, gifts and the coming together of different generations. From your research, produce a personal response, making reference to the work of others.

**5** *Heroic Figures*

Heroic figures from different times and places have been portrayed throughout history by artists and designers. Superheroes often feature in films, comics and video games. Develop a personal response to this theme, making reference to appropriate examples.

**END OF QUESTIONS**