

This paper is to be handed to Candidates on: 7 May, 1998.

5763

**ART  
CRAFTWORK - HIGHER LEVEL**

14 MAY, MORNING 10.45 - 1.15 AFTERNOON 2.15 - 4.45

100 marks are assigned to this paper

**INSTRUCTIONS**

- (a) You are allowed to use whatever materials and tools as may be required to complete the test.
- (b) You are allowed to use design source materials such as leaves, bark, driftwood, bones, shells, plants, flowers, machine parts etc.
- (c) You are required to write your **Examination Number** clearly on all drawing sheets, on your craftwork, and on a label which is securely attached to your craftwork. The **Question Number, the type of craft and the level taken i.e. Higher Level** - must be entered on the label.
- (d) Candidates are reminded that where they have brought preparatory sketches into the examination centre as a memory aid, they must be submitted with the final craftwork piece.
- (d) Preliminary sketches of your designed craftwork idea must be submitted with your finished craftwork piece.

**N.B.** The preliminary sketches referred to above are to be carried out during the examination period and are distinct from the preparatory sketches which you are allowed bring into the examination centre as a memory aid.

**CHOOSE ANY ONE OF THE FOLLOWING CRAFTS.**

**1. BOOKCRAFTS**

Design and make a folder to hold notes and cuttings on

TROPICAL FISH OR MARBLING AND STENCILLING

Use appropriate materials, colouring, and lettering.

**2. CALLIGRAPHY**

- (a) Choose one of the following texts. Create a balanced composition using skilful, expressive lettering and simple images which help to express the meaning of the text. All or part of the text may be used.

**OR**

- (b) Choose one of the following texts as inspiration for a balanced composition using skilful and expressive lettering. You could introduce colour, different letter size, textural or collage techniques, or unusual layout, where appropriate.

**TEXT 1:**

On the Table

I would like to make it clear that I have bought  
this tablecloth with its simple repeating pattern  
of dark purple blooms not named by any botanist  
because it reminds me of that printed dress you had  
the summer we met - a dress you have always said  
I never told you I liked. Well I did, you know, I did.  
I liked it a lot, whether you were inside it or not.

[from Salt Water, by Andrew Motion]

OR

**TEXT 2:**

Diary

We are all painting or drawing our lives. Some draw with pencil, weakly and timidly, continually breaking the point and taking up another, continually trying to rub things out and always leaving an ugly smear. Some use ink and draw firmly and irrevocably with strong, broad lines. Their work is often ugly and grotesque but always purposeful and deliberate. Some use colour, rich and lurid, laid on in full glowing brushfuls, with big sweeps of the wrist. Some draw a straggling haphazard design, the motif being eternally confused with unnecessary and meaningless parts. The whole thing is an intricate, incoherent maze. But some draw their design clearly and fully. No part is unnecessary. Each twist and curl of the fanciful foliage adds to and carries on the original motif. Each part works into the whole and there is no climax or end to it.

[adapted from The Diaries of Evelyn Waugh]

OR

(c) Design a poster where the style, colour, and treatment of the LETTERING help to explain the message. Images can be used. Personalized, hand constructed lettering is preferred, rather than lettering made with commercially produced stencils.

Choose ONE of the following themes:

1. HAPPY TO MEET, SORRY TO PART
2. SPIRITS OF THE RAINFOREST
3. 1989: DOWN CAME THE WALL

**3. WEAVING**

Using colours based on (i) stones, rocks, marble, slate, sand, and soil

or

(ii) the primary colours and/or tones of these design and weave a patterned tweed for a man's sports jacket or a woman's suit.

Use a variety of yarns and incorporate different weaves.

OR

Design and weave a small tapestry based on one of the following:-

- (a) The vivid yellow field of rapeseed in blossom contrasts with the soft natural greens and misty greys of the Irish countryside.
- (b) Little birds in the snow.
- (c) The bridge and its reflections.

N.B. Use a variety of yarns and textures in the weft. Other materials may be used to heighten the effectiveness of your design.

**4. LINO CUTTING**

Design and make a print based on one of the following:-

(a) A cubist-style still-life (b) Cutting and chopping the fallen tree (c) On the green (d) Lighthouse

N.B. (1) Use at least three colours.

(2) Lino blocks are not to be submitted with the prints for marking.

**5. PUPPETRY**

Design and make a durable, working puppet of ONE of the following:-

(a) Adam or Eve (b) Elvis (c) The Witch-doctor or Fortune-teller.

6. **SCREEN PRINTING**

Design and print a design based on one of the following:-

(a) Surfer on the crest of a wave (b) Vultures (c) The Magician (d) The fountain splashes into the pool, disturbing the spring (or autumn) reflections with wavy distortions, swirls and ripples.

7. **HAND PRINTED TEXTILES and BATIK**

(a) Using "Jellyfish, seaweed and octopus" or "Spears, shields, armour, helmets, swords, axes" as your theme, design and print approx. ½ metre of repeat pattern.

Try and link the shapes together to create movement throughout the design and use at least three colours with overprints.

**OR**

(b) Design and print a fabric panel based on

(a) Order and disorder or (b) Swans and storks.

Try to create movement throughout the design and use at least three colours and overprints.

**OR**

(c) **Batik:** Using a suitable fabric, design, wax and dye a batik based on either

(a) Narcissus and his reflections

**OR**

(b) Painted and tattooed tribal warriors.

8. **POTTERY** Choose **one only** of the following:-

(a) Design and construct in clay a textured bowl or container, based on mushrooms and fungi of all sorts, for functional or decorative use.

(b) Design and construct in clay a sculpture based on "See no evil, hear no evil, speak no evil".

(c) Design and coil, slab, or throw a carafe and a small drinking vessel. The two objects should visually compliment each other as a set but there should be a marked contrast in form, colour, and decoration between them.

[None of the above, (a), (b) and (c) should exceed 25 cms in their greatest dimension]

**IMPORTANT:-**

(1) **CLAY OBJECTS MUST BE FIRED, DECORATED WHERE POSSIBLE WITH GLAZES, SLIPS, OR OXIDES. PAINT AND VARNISH OBJECTS ONLY WHEN FIRED TO APPROX. 1000°C. OTHER MATERIALS MAY BE ADDED TO THE FINAL PIECE IF DESIRED.**

(2) **THE SPRINKLING OF CRUSHED GLASS ON RAW (UNFIRED) POTS MUST BE AVOIDED.**

9. **EMBROIDERY**

Choose ONE of the following groups of ideas as inspiration for a square or rectangular panel embroidered with appliqué and at least three different stitches, approx. 30 cms in its largest dimension:

- (a) coat-of-arms, heraldic symbols and devices, medieval imagery and lettering
- (b) Elvis, Las Vegas, casinos, neon lights, day-glo colours, nostalgia, retro.
- (c) boglands, heather, turf, rushes, bogcotton, wild flowers, ferns, mistiness, showers.

**OR**

Design and embroider, with appliqué and at least three different stitches, a band of material about 30 cms × 10 cms, suitable for use on the cuff on a theatrical costume. Your design should be inspired by the art of Ancient Egypt. **NB** You may use beads, 3D effects etc.

10. **WOODCARVING**

- (a) Design and carve, in the round, a full figure or head based on "The Judge".

**OR**

- (b) Design and carve, in relief, a panel based on 'Work' or 'Play'. You may take a historical viewpoint on these themes, or base them on contemporary life and your own experience.

**OR**

- (c) Design and carve a textured and/or patterned bowl for functional or purely decorative use. If desired, you may use paint and/or woodstain to colour your bowl.

[None of the above, (a), (b) and (c), should exceed 25 cms in their greatest dimension]

11. **METALWORK**

- (a) Design and make a logo suitable for a Dance Club. Use suitable metals and enamels.

**OR**

- (b) Design and make a textured metal bowl, box or container inspired by musical instruments of all sorts.

**OR**

- (c) Design and make, in the round, a figure based on "Walking the Dogs", using strips of metal and metal wire.

[None of the above, (a), (b) and (c), should exceed 25 cms in their greatest dimension]

12. **MODELLING**

**NOTE:-** Models to be made in clay and cast, modelled directly in any quick-drying material, or modelled in clay, fired and if desired, glazed.

Design and model in the round:

- (a) a figure suggested by the ancient myth of Atlas, who supported the world on his shoulders. You may make a full figure or half figure (i.e. head, shoulders, arms and torso).

**OR**

- (b) Cats (or other pets) on the sofa.

**OR**

- (c) Design and model a circular or rectangular relief plaque based on 'Work' or 'Play'. You may take a historical viewpoint on these themes, or base them on contemporary life and your own experience. Emphasise texture and movement in your relief.

[None of the above, (a), (b) and (c), should exceed 25 cms in their greatest dimension]