Question Paper Brief

Higher Art and Design Course

C704 76

This edition: December 2015 (version 1.0)

Note: You are advised to check SQA's website (**www.sqa.org.uk**) to ensure you are using the most up-to-date version.

Question Paper Brief — Higher Art and Design

Question paper overview and sampling

The purpose of the question paper is to sample and assess the candidate's knowledge and understanding of art and design work and practice and their understanding of the social and cultural contexts which influence artist's or artists' and designer's or designers' work and practice. It will give candidates an opportunity to demonstrate the following skills, knowledge and understanding:

♦ the ability to analyse and evaluate how artists and designers have used and combined materials, techniques and/or technology for visual impact and creative and/or functional effect

♦ in-depth knowledge and understanding of contextual factors and their influence on art and design work and practice

The question paper will have 60 marks (approximately 27% of the total available for Course assessment).

Question paper format

The question paper has two equally weighted Sections. Each Section has a choice of four questions. Candidates will answer either question 1 or question 2, and either question 3 or question 4 in Section 1: Expressive Art Studies, and either question 5 or question 6 and either question 7 or question 8 in Section 2: Design Studies.

Questions 1, 2, 5 and 6 are each worth 10 marks.

These questions assess the candidate's ability to respond to an unseen image and to analyse the artist's/designer's use of specific elements within the work, using appropriate art and design vocabulary.

Questions 3, 4, 7 and 8 are each worth 20 marks.

These questions assess the candidate's skills, knowledge and understanding of any art and design work(s)/movement(s) they have studied.

In part (a), candidates will select examples of art/design work(s) which they have studied and discuss these work(s) in relation to the prompts provided in the question. In part (b), they will explain the influence of social, cultural and/or any other relevant factors on the work(s) discussed in part (a).

The external factors that influence artists and designers and their work and practice are wide ranging. A list of possible influences can be found in the Higher Art and Design Course Assessment Specification.

The questions will be constructed using the prompts listed in the tables below.

Expressive Art Studies questions 1 and 2	Design Studies questions 5 and 6
Two prompts per question (as appropriate to the image)	**Two prompts per question** (as appropriate to the image)
♦ materials/media ♦ techniques and/or technology ♦ composition ♦ scale ♦ viewpoint/perspective ♦ a visual element (colour, line, tone, texture, pattern, 2D shape, 3D form) ♦ subject matter/ imagery ♦ inspiration/influences	♦ function/fitness for purpose ♦ aesthetics ♦ materials/media ♦ techniques and/or technology ♦ a visual element (colour, line, tone, texture, pattern, 2D shape, 3D form) ♦ scale ♦ text/layout ♦ imagery/surface decoration ♦ inspiration/influences
Combined effect of the first two prompts on the:	**Combined effect** of the first two prompts on the:
♦ visual impact ♦ success of the work ♦ mood and atmosphere ♦ artist's personal response/approach	♦ visual impact ♦ style ♦ fitness for purpose ♦ success ♦ appeal for a target market(s)

Expressive Art Studies questions 3 and 4	Design Studies questions 7and 8
Two prompts	**Two prompts**
♦ working methods ♦ use/choice of materials/media ♦ use/choice of techniques and/or technology ♦ use/choice of composition ♦ use/choice of scale ♦ use/choice of viewpoint /perspective ♦ use/choice of a visual element (colour, line, tone, texture, pattern, 2D shape, 3D form) ♦ use/choice of subject matter/imagery ♦ use/choice of mood and atmosphere	♦ working methods ♦ function/fitness for purpose ♦ aesthetics ♦ target market ♦ use/choice of materials/media ♦ use/choice of techniques and/or technology ♦ use/choice of a visual element (colour, line, tone, texture, pattern, 2D shape, 3D form) ♦ use/choice of scale ♦ use/choice of style ♦ use/choice of text/layout ♦ use/choice of imagery/surface decoration