

## **MARK SCHEME for the October/November 2006 question paper**

### **0400 ART AND DESIGN**

**0400/03** Paper 3 (Design Study (External)), maximum raw mark 100

This mark scheme is published as an aid to teachers and students, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began.

All Examiners are instructed that alternative correct answers and unexpected approaches in candidates' scripts must be given marks that fairly reflect the relevant knowledge and skills demonstrated.

Mark schemes must be read in conjunction with the question papers and the report on the examination.

The grade thresholds for various grades are published in the report on the examination for most IGCSE, GCE Advanced Level and Advanced Subsidiary Level syllabuses.

- CIE will not enter into discussions or correspondence in connection with these mark schemes.

CIE is publishing the mark schemes for the October/November 2006 question papers for most IGCSE, GCE Advanced Level and Advanced Subsidiary Level syllabuses and some Ordinary Level syllabuses.

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### **KNOWLEDGE WITH UNDERSTANDING**

- |          |  |             |
|----------|--|-------------|
| <b>1</b> | recognise and render form and structure;   | <b>[15]</b> |
| <b>2</b> | appreciate space and spatial relationships in two and three dimensions, and understand space in terms of pictorial organisation; | <b>[15]</b> |
| <b>3</b> | use chosen media competently, showing clarity of intention and to be able to explore surface qualities;                          | <b>[10]</b> |
| <b>4</b> | handle tone and/or colour in a controlled and intentioned manner.  | <b>[10]</b> |

### **INTERPRETATIVE AND CREATIVE RESPONSE**

- |          |   |             |
|----------|---|-------------|
| <b>5</b> | express ideas visually;   | <b>[10]</b> |
| <b>6</b> | respond in an individual and personal way;  | <b>[5]</b>  |
| <b>7</b> | demonstrate quality of idea as seen by interpretation rather than literal description of a theme; | <b>[0]</b>  |
| <b>8</b> | make aesthetic judgements.  | <b>[15]</b> |

### **PERSONAL INVESTIGATION AND DEVELOPMENT**

- |           |   |             |
|-----------|---|-------------|
| <b>9</b>  | impress with personal vision and commitment, and make purposeful movement towards maturity;                 | <b>[2]</b>  |
| <b>10</b> | research appropriate resources;   | <b>[5]</b>  |
| <b>11</b> | assess a design problem and arrive at an appropriate solution;  | <b>[10]</b> |
| <b>12</b> | show the development of ideas in a series of rough layouts or experiments which lead to the final solution. | <b>[3]</b>  |

**Total Marks [100]**