

MARK SCHEME for the November 2004 question paper

0400 ART AND DESIGN

0400/01

Paper 1 (Observational Study), maximum 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 initially instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began. Any substantial changes to the mark scheme that arose from these discussions will be recorded in the published *Report on the Examination*.

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*.

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

CIE is publishing the mark schemes for the November 2004 question papers for most IGCSE and GCE Advanced Level syllabuses.



Grade thresholds taken for Syllabus 0400 (Art and Design) in the November 2004 examination.

	maximum mark available	minimum mark required for grade:			
		A	C	E	F
Component 1	100	79	57	37	27

The threshold (minimum mark) for B is set halfway between those for Grades A and C.
The threshold (minimum mark) for D is set halfway between those for Grades C and E.
The threshold (minimum mark) for G is set as many marks below the F threshold as the E threshold is above it.

Grade A* does not exist at the level of an individual component.

NOVEMBER 2004

INTERNATIONAL GCSE

MARK SCHEME

MAXIMUM MARK: 100

SYLLABUS/COMPONENT: 0400/01

**ART AND DESIGN
Observational Study**



Page 1	Mark Scheme	Syllabus	Paper
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A – Knowledge with Understanding

B – Interpretative and Creative Response

C – Personal Investigation and Development

		Marks
A1	The recognition and rendering of Form and Structure	15
A2	The appreciation of Space and Spatial Relationships and Organisation	15
A3	The use of Media and Surface Qualities	10
A4	The handling of Tone and/or Colour	10
B5	The expression of Ideas visually	10
B6	Response in an Individual and Personal way	5
B7	Quality of Idea as seen by Interpretation of theme	5
B8	Aesthetic Judgements	10
C9	Personal Vision and Commitment, Maturity	5
C10	The Research of appropriate Resources	5
C11	The Solution of a Design Problem	-
C12	Development of Ideas – Rough Layouts, Experiments	10

Maximum Total 100