## **UNIVERSITY OF CAMBRIDGE INTERNATIONAL EXAMINATIONS**

**International General Certificate of Secondary Education** 

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

## 0400 ART AND DESIGN

0400/01

Paper 1 (Observational 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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Total marks [100]

Page 2	Mark Scheme	Syllabus	Paper
	IGCSE – OCT/NOV 2006	0400	01

A: Knowledge with Understanding

B: Interpretative and Creative Response

C: Personal Investigation and Development

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	Respond 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