



Province of the
EASTERN CAPE
EDUCATION

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REPUBLIC OF SOUTH AFRICA

CHIEF DIRECTORATE – CURRICULUM MANAGEMENT

**GRADE 12 LEARNER SUPPORT
PROGRAMME**

**REVISION AND REMEDIAL TEACHING
INSTRUMENT:
QUESTIONS AND ANSWERS**

**SUBJECT: DESIGN – SECOND PAPER
(PRACTICAL)**

June 2009

This document consists of 3 pages.

Strictly not for test/examination purposes

The practical examination consists of **ONE** paper.

This paper comprises **TWO** parts:

- Design process/preparation work
- A final 2-dimensional design or a 3-dimensional prototype

TOTAL: 50 MARKS

INSTRUCTIONS TO THE CANDIDATES:

Respond to the following brief:

Research and explore **ONE** ancient culture (e.g. Aztec, Aboriginal, Mayan, Chinese, American Indian, Yoruba, Egyptian) and use this culture as inspiration to create a design in one of the following **FOUR** categories:

- Communication/Information Design
- Craft Design (basically two-dimensional design)
- Craft Design (basically three-dimensional design)
- Environmental Design and Digital Design

Produce a two-dimensional design in your field of Design. It must be hand-drawn and coloured with the medium of your choice for example, crayons, koki's or paint and using a minimum of two colours. A small three-dimensional mock-up can also be produced.

The design must re-awaken an appreciation for your chosen culture.

REQUIREMENTS

1. Process/preparatory work must be shown in a sourcebook/workbook (A3 size).
2. The project will involve the process of conceptualisation through to the realisation of a final design or prototype.
3. The design process must be captured in A3 format.
4. Thorough investigation of ideas suggested and problems posed by the design brief should be shown.
5. A final two-dimensional design or three-dimensional prototype must be produced.
6. The two-dimensional design should not be larger than A3 in size.

7. The size of the three-dimensional prototype will depend on the materials used and the limited time available.
8. Materials provided are up to the teachers' discretion.

CRITERIA

You may use the following criteria:

- Use of the elements and principles of Design.
- Creativity and originality
- Research and experimentation
- Generate ideas
- Technique and craftsmanship
- Evidence of design involvement
- Professional presentation

NOTE: Any form of direct copying/plagiarism will be strictly penalised.

TOTAL: 50 MARKS