

Candidate Name

Centre Number

Candidate Number



# ZIMBABWE SCHOOL EXAMINATIONS COUNCIL

General Certificate of Education Advanced Level

**ART**

PAPER 1 Theory

**6029/1**

**SPECIMEN PAPER**

**3 hours**

Additional materials:

Answer paper/Booklet,

Pencil,

Colour pencils.

**TIME:** 3 hours

## INSTRUCTIONS TO CANDIDATES

Write your name, centre number and candidate number on this answer paper.

### Section A

Answer **all** questions in this section.

### Section B

Answer **two** questions only.

Write your answers on the separate answer paper provided.

If you use more than one sheet of paper, **fasten them together**.

## INFORMATION FOR CANDIDATES

The number of marks is given in brackets [ ] at the end of each question or part question.

### FOR EXAMINER'S USE

Section A	
Section B	
Total	

**This question paper consists of 5 printed pages and 3 blank pages.**

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**[Turn over]**

**SECTION A**

Answer **all** the questions in this section in the spaces provided.

You are advised to spend not more than **60** minutes in this section.

**For  
Examiner's  
Use**

**1 (a)** Define the following terms as used in the context of Art.

**(i)** Focal point \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ [2]

**(ii)** Collage \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ [2]

**(iii)** Applique \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ [2]

**(iv)** Illustrate \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ [2]

**2. (a)** Using examples, explain the differences between complementary colours and analogous colours.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ [4]

- (b) Outline how view finder and mirage can be used in perspective drawing.

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[4]

3. Layout, Typography, Information graphics and Silhouettes are terms used in Graphic Design. Give a brief account on their relevance.

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[8]

4. (a) Suggest **two** ways in which digital Art has promoted environmentally friendly designs.

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[2]

- (b) Assess the benefits of using a digital camera in the field of Art.

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[6]

5. Give a brief description of the following concepts:

- (i) Problem statement\_\_\_\_\_

[2]

- (ii) Design brief\_\_\_\_\_

[2]

- (iii) Product specification\_\_\_\_\_

[2]

- (iv) Test and evaluation\_\_\_\_\_

[2]

**SECTION B**

Answer any **two** questions only in this section.

Each question carries **(30 marks)**

- |          |   |      |
|----------|---|------|
| <b>1</b> | <b>(a)</b> Identify <b>three</b> printmaking processes.   | [6]  |
|          | <b>(b)</b> Give a detailed description of the processes that you have mentioned in <b>(a)</b> .   | [24] |
| <b>2</b> | <b>(a)</b> Define the term logo.  | [2]  |
|          | <b>(b)</b> Explain the functions of logos.  | [12] |
|          | <b>(c)</b> Create a simple logo of your choice and discuss the qualities of a good logo.  | [16] |
| <b>3</b> | Using examples of traditional arts and crafts in Zimbabwe, explain how artists can apply the business principle of value addition to local resources. | [30] |
| <b>4</b> | Evaluate the importance of Art in the society.  | [30] |
| <b>5</b> | Critically examine the significance of Ancient Egyptian Art to the Egyptians.   | [30] |

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