

## Achievement Standard

**Subject Reference** Art History 2.4

**Title** Examine how media are used to create effects in art works

**Level** 2      **Credits** 4      **Assessment** Internal

**Subfield** Visual Arts

**Domain** Art History

**Status** Registered      **Status date** 17 November 2011

**Planned review date** 31 December 2014      **Date version published** 17 November 2011

This achievement standard involves examining how media are used to create effects in art works.

### Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none"> <li>Examine how media are used to create effects in art works.</li> </ul>	<ul style="list-style-type: none"> <li>Examine in-depth how media are used to create effects in art works.</li> </ul>	<ul style="list-style-type: none"> <li>Examine perceptively how media are used to create effects in art works.</li> </ul>

### Explanatory Notes

- This achievement standard is derived from *The New Zealand Curriculum*, Learning Media, Ministry of Education, 2007, Level 7. Visual Arts Strand: Communicating and Interpreting; Achievement Objective:
  - Research and analyse how art works are constructed and presented to communicate meanings
 and is related to the material in the *Teaching and Learning Guide for Art History*, Ministry of Education, 2010 at <http://seniorsecondary.tki.org.nz>.
- Examine* involves:
  - describing how media are used, applied and/or manipulated
  - describing the specific effects created by the use of media, using supporting evidence from art works.

*Examine in-depth* involves:

  - explaining how media are used, applied and/or manipulated to create specific effects, using supporting evidence from art works.

*Examine perceptively* involves:

- evaluating how and why media are used, applied and/or manipulated to create specific effects, using supporting evidence from art works.

3 *Art works* may include but are not limited to: paintings, drawings, sculptures, installations, prints, collages, architecture, handcrafted objects, film, animation, photographs, digital images, whakaairo, kōwhaiwhai, tukutuku, tapa cloth.

4 *Media* refers to the materials and/or medium and/or technical means used to create art works.

*Media* may include but are not limited to: graphite, oil, watercolour, acrylic, ink, pastel, marble, bronze, wood, fibreglass, plastic, film, video, digital images, performance.

5 *Effects* refers to the results of an artist using selected media in a particular way.

Types of effects created by the use of media may include but are not limited to:

- expressive effects, visual effects, effects of texture, effects of movement, effects related to scale
- effects on the viewer - effects on the viewer's thoughts and/or emotions and/or senses brought about by the use of particular media and/or the processes used.

6 Conditions of Assessment related to this achievement standard can be found at [www.tki.org.nz/e/community/ncea/conditions-assessment.php](http://www.tki.org.nz/e/community/ncea/conditions-assessment.php).

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### Replacement Information

This achievement standard replaced AS90229.

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### Quality Assurance

1 Providers and Industry Training Organisations must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.

2 Organisations with consent to assess and Industry Training Organisations assessing against achievement standards must engage with the moderation system that applies to those achievement standards.

Consent and Moderation Requirements (CMR) reference

0233