

Achievement Standard

Subject Reference	Art History 3.4		
Title	Examine the impact of media and processes on art works		
Level	3	Credits	4
		Assessment	Internal
Subfield	Visual Arts		
Domain	Art History		
Status	Registered	Status date	4 December 2012
Planned review date	31 December 2016	Date version published	4 December 2012

This achievement standard involves examining the impact of media and processes on art works.

Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none"> Examine the impact of media and processes on art works. 	<ul style="list-style-type: none"> Examine, in depth, the impact of media and processes on art works. 	<ul style="list-style-type: none"> Examine, perceptively, the impact of media and processes on art works.

Explanatory Notes

- This achievement standard is derived from The Arts learning area in *The New Zealand Curriculum*, Learning Media, Ministry of Education, 2007, Level 8, Visual Arts; Strands: Understanding the Arts in Context, Achievement Objective; 'Use research and analysis to investigate contexts, meanings, intentions, and technological influences related to the making and valuing of art works', and Communicating and Interpreting, Achievement Objective: 'Research and analyse selected approaches and theories related to visual arts practice'; and is related to the material in the *Teaching and Learning Guide for Art History*, Ministry of Education, 2012 at <http://seniorsecondary.tki.org.nz/>.
- Examine* involves explaining the impact of media and processes on style and meaning in art works, using supporting evidence.

Examine, in depth, involves explaining in detail the impact of media and processes on style and meaning in art works.

Examine, perceptively, involves evaluating the impact of media and processes on style and meaning in art works, using supporting contextual evidence.

- 3 *Art works* may include: paintings, drawings, sculptures, installations, prints, collages, architecture, handcrafted objects, film, animation, photographs, digital images, whakairo, kōwhaiwhai, tukutuku, tapa cloth.
 - 4 *Media* refers to the materials and/or medium and/or technical means used to create art works. These may include: oil, watercolour, acrylic, ink, chalk, marble, bronze, wood, fibreglass, plastic, film, video, laser, digital images, multimedia technologies, performance.
 - 5 *Processes* refer to a series of actions or steps taken to produce the art work.
 - 6 Style refers to the characteristics of an art work that, when combined, distinguish the style of an artist, art movement, period or place. These characteristics may include ways of using line, colour, tone, light, form, composition, space, scale, shape, mass, texture, ornament, media.
 - 7 Meaning refers to the ideas, messages and/or themes conveyed through the features of art works. Features may include: technical devices, formal elements, subject matter, iconographic motifs, symbols, emblems, action or performance elements.
 - 8 Conditions of Assessment related to this achievement standard can be found at www.tki.org.nz/e/community/ncea/conditions-assessment.php.
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Replacement Information

This achievement standard replaced AS90492.

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