

442/3 Inst. Sc.
ART AND DESIGN
Paper 3
PROJECT
April – October 2022



THE KENYA NATIONAL EXAMINATIONS COUNCIL
Kenya Certificate of Secondary Education
ART AND DESIGN
Paper 3
PROJECT

INSTRUCTIONS TO SCHOOLS

- 1.1** The instructions for the **2D** Art and Design project will be uploaded **by 22nd April** while **3D** will be uploaded by **31st July** for the school to download and start the project(s). The school principal and the Art and Design teacher will discuss the logistics and requirements of the project and mode of implementation.
- 1.2** The question paper should be issued to the candidates by **25th April** and they should start their projects immediately. The Art teacher should discuss the material requirements with the candidates and the school administration and ensure the materials required are available for the candidates to carry out their projects. The instructions, tasks and scoring guides for the project will then be printed and distributed to all the candidates. *The Art teacher should ensure the project work is done by the individual candidates and without assistance.*
- 1.3** Each candidate will study the task(s), conceptualize and develop an implementation work plan. The candidate should keep this write up in his or her project portfolio. In instances where candidates have used photographs, videos or audio recordings these can be uploaded in an ePortfolio created in the **school computers** or burned on CD, to show progress, as record of each candidate's work and should be accessible during monitoring.
- 1.4** Each candidate will create and maintain a collection of his or her project status for the 2D and 3D projects at different stages of project implementation to act as pieces of evidence for performance and achievement on the key milestones which will be categorised as follows:

1.4.1 Preparation: reflect on the project by researching on the subject matter through sketching and drawing on A3 sheets of paper. Candidates can also use photography, video or audio techniques to capture the subject matter. **These can be presented in CD format and need not be printed.** This will enable production and collection of images and research ideas for further development. **Copying or tracing images from other artists is NOT allowed. Images used, from other sources MUST be acknowledged.**

1.4.2 Development: This milestone involves exploring, considering and reviewing the concepts produced in the preparation stage as work progresses. Ensure ideas are logically developed and clearly captured on A3 sheets of paper and stored in the portfolio. Regularly critique work done before deciding on the next step.

1.4.3 Realization: This milestone follows on from **development** and **preparation** Realization involves choosing appropriate materials, tools and techniques to make the final 2D art piece.

1.5 These are the key milestones that will be targeted for monitoring and scoring of the tasks. The milestones will be accompanied with timelines within which they will be completed during the project implementation. **NOTE; Milestone 1 and 2 scores are uploaded at the same time for both 2D and 3D. Record scores in assessment sheet provided as you await to upload the same when the project portal is open for uploading.**

1.6 The Art teacher will be required to mark the projects as per the given marking scheme and key in the marks online through the following website; www.knec-portal.ac.ke The portal can also be accessed through the KNEC Website: www.knec.ac.ke then access the School Portal tab. Login instructions are already with schools.

1.7 The candidate’s scores and evidence for 2D and 3D projects on the **two** critical milestones will be keyed and photographs uploaded by **31st July** and **31st October** respectively as indicated in the table attached.

SUBJECT	UPLOADING OF 2D PROJECT INSTRUCTIONS TO SCHOOLS ON KNEC PORTAL	2D CANDIDATE PREPARATION/ DEVELOPMENT MILESTONE I	2D REALIZATION MILESTONE II	UPLOADING OF 3D PROJECT INSTRUCTIONS TO SCHOOLS ON KNEC PORTAL	3D CANDIDATE PREPARATION/ DEVELOPMENT MILESTONE I	3D REALIZATION MILESTONE II
ART AND DESIGN	By 25 th April	By the end of May <i>(Record scores in assessment sheet provided)</i>	*Schools upload scores by 31st July *KNEC monitors and scores by the end of term I	By 31 st July	By the end of August <i>(Record scores in assessment sheet provided)</i>	*Schools upload scores by 31st October *KNEC monitors and scores by the end of term II-

- 1.8** The hard copies of the candidates' assessment will then be submitted to the Sub-County Director of Education (SCDE) by the **first week of 3rd term**. The SCDE will then submit the records to KNEC.
- 1.9** The evidence uploaded with the scores will be a photograph of the project status at the time the last score was awarded. The photograph will capture the candidates alongside their work which must be clearly labelled and be in either JPEG (.jpg) or Graphics Interchange Format (.gif).
- 1.10** The KNEC project portal will only be accessible within the specified period when the scores and evidence are supposed to be keyed and uploaded. Once the period elapses, the portal will NOT be accessible.

MATERIALS AND TOOLS REQUIRED FOR THE PROJECT EXAMINATION

The information contained in this table is to enable the Principal and the Art and Design teacher make adequate preparations for this year's KCSE Art and Design 2D project examination. The items listed below are a basic guide to budgeting materials and tools required to carry out the project. Re use of old materials is encouraged.

Question 1.

	ITEM	QUANTITY	
1	Cotton fabric	¼ meter per candidate	1 piece per candidate
2	Dyes (<i>dylon or procion</i>)		to be shared
3	Cardboard	to be sourced by candidates	1 piece per candidate
4	Suitable adhesive	1000 ml	These can be shared amongst 40 candidates
5	Tracing paper	1 ream size A4	1 piece per candidate

Question 2

	ITEM	QUANTITY	
1	water colour paper	Size A2 per candidate	1 piece per candidate
2	water colours		to be shared
3	Suitable embellishments (old buttons, beads or shells, inedible seeds)	to be sourced by candidates	per candidate