

5.7 DRAWING AND DESIGN (449)

5.7.1 Drawing and Design Paper 1 (449/1)

- 1. (a) Size should be standard
 - White colour / good colour for contract / colour
 - Texture/good quality
 - Paper gauge/thickness
 - Ink must not run on it/ blooting factor
 - The edges should be perpendicular to each other

any 4 x $\frac{1}{2}$ = 2 marks

- (b) (i) $A_0 1188 \times 840$
 - (ii) $A_3 420 \times 297$

 $2 \times 1 = 2 \text{ marks}$

- (c) maintain right angle between blade and stock
 - maintain straightness of blade edge
 - store such that the blade is in a vertical position
 - avoid dropping or storing in direct sunlight
 - Only use it for the intended purpose

any $2 \times 1 = 2 \text{ marks}$

- 2. (a) word processing draw plus
 - corel draw sketch up
 - Archi-CAD punch card - Auto-CAD - Inviscape
 - Auto-CAD Inviscape - Paint - Real draw
 - Mat lab Auto desk
 - Auto desk - Adobe - Auto desk any $6 \times \frac{1}{2} = 3$ marks
 - (b) Definition
 - Mock-up is a scale model of the finished work made in any suitable material.
 Purpose Mock-up is made and tested to find out weather or not the design is satisfactory
 - Imperfection not seen when drawing may show up clearly in a mock-up

Definition -

Purpose -

(2 marks)

- 3. Ferrous e.g steel
 - Nonferrous e.g copper, level, aluminium, silver, gold
 - Alloys eg. brass, bronze solder

Naming 3 x $\frac{1}{2}$ = $1\frac{1}{2}$

Examples 3 x $\frac{1}{2}$ =

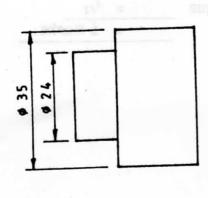
3 marks

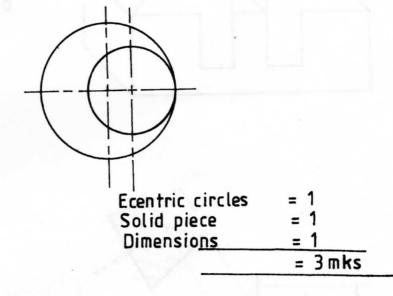
 $1\frac{1}{2}$



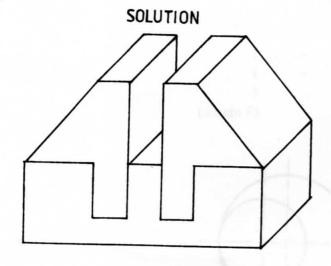
4. (a) (i) A =
$$45 \times 2 = 90$$

(ii) Angle = 25°



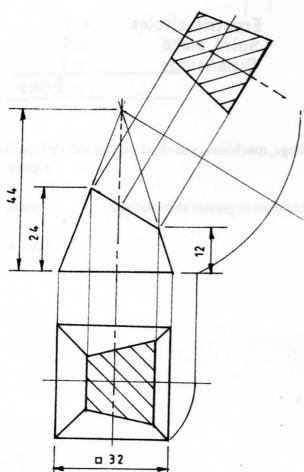


- 5. (a) Fixed assets are properties e.g buildings, machines, and other equipment or facilities that have monetary value. 1 mark
 - (b) Deficit is the amount by which expenditure is greater than income. 1 mark
 - (c) Liabilities is financial obligation 1 mark



7 faces, $7 \times ^{1/2} = 3^{1/2}$ Assembly $2 \times 1 = 2$ O blique $= \frac{1}{2}$ = 6 marks

7.



 Plan
 =
 1

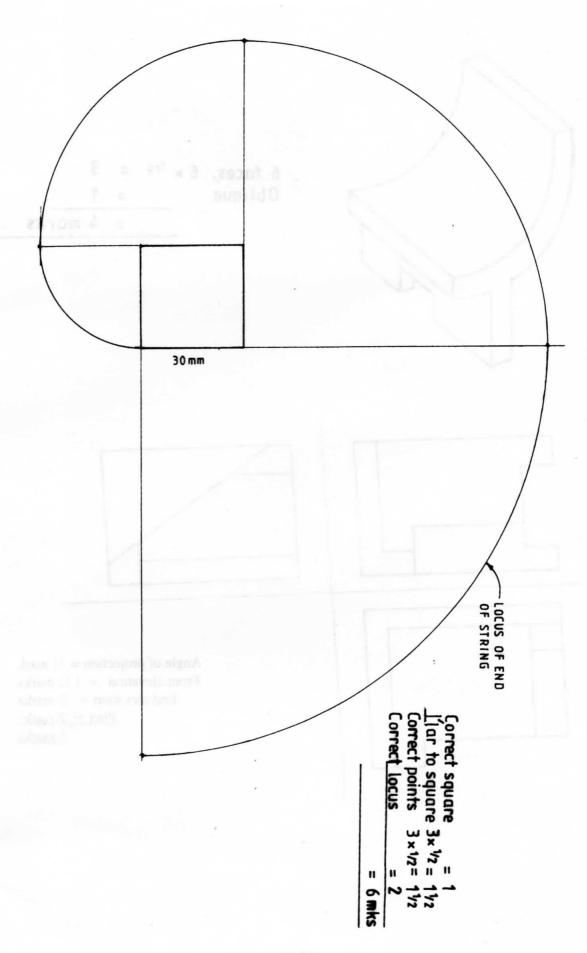
 Hatching
 =
 1

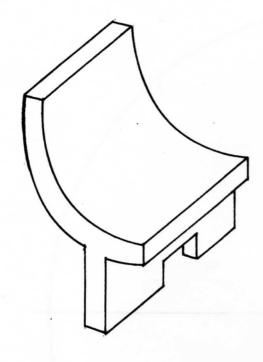
 Projection
 =
 1

 Plotting points
 =
 1

 True shape
 =
 1

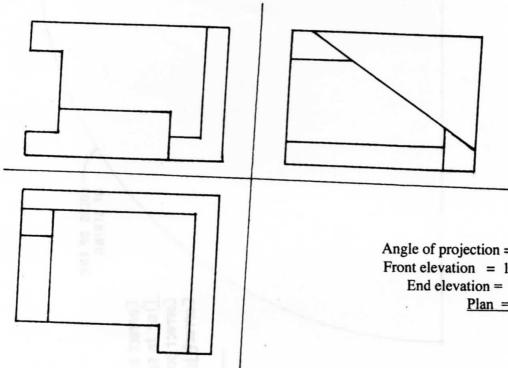
 =
 5 marks





6 faces, 6 × ^{1/2} Oblique 4 marks

10.



Angle of projection = ½ mark Front elevation = 1 ½ marks End elevation = 2 marks Plan = 2 marks 6 marks

