

## 4.14 ART AND DESIGN (442)

### 4.14.1 Art & Design Paper 1 (442/1)

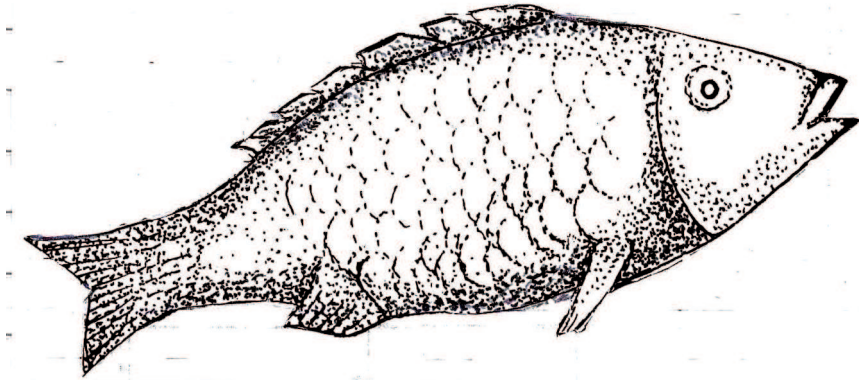
#### SECTION A (20 marks)

1. (a) Texture and line. 2 marks  
Rhythm/movement 1 mark  
**3 marks**
- (b) A hanging ornamental object suspended from a necklace or earring. 2 marks
- (c) (i) To enhance the aesthetic value of the fabric.  
(ii) Acts as a symbol/ identity of status role.  
(iii) To add economic value to the fabric.  
(iv) Communication through pictorial symbols/colour and words.  
Any two, 1 mark each = 2 marks
- (d) Human figure drawing is the depiction of a human form, whereas portraiture is a close study / rendition of the characteristics of a specific person from the head to torso/ shoulder. 2 marks
- (e) (i) To create textural effect.  
(ii) To define form.  
(iii) To create three dimensional effect.  
Any two points 1 mark each. 2 marks
- (f) Block printing / Relief printing (wood block/linoleum). 1 mark
- (g) (i) Coating a surface/canvas/fabric with undercoat or primer in preparation for painting. 1 mark  
(ii) Function:  
• To reduce absorption.  
• To stabilise the painting surface/make it stiff or firm/isolates the support (canvas) from damaging ingredients in the paint hence preventing disintegration of the canvas.  
• Provides a smooth surface that accepts the paint, letting the paint brush flow better thus adequate adhesion.  
Any 1 x 1 = 1 mark
- (h) Eco environment recycle symbol. 1 mark  
Function:  
- Re-use/recycle materials.  
- To create awareness on proper use of the environment.  
Any 1 x 1 = 1 mark

- (i) - Hue is another name for colour, used to differentiate one colour from another/it's the attribute of a colour by virtue of which it is discernible as red, green, blue etc.  
 - Pigment is a natural colouring matter, a powder which is mixed with a solvent (binder) to make paint. 2 marks
- (j) Type face: Roman letter.  
 Part labelled X is Serif. 2 marks

**SECTION B (25 marks)**

2.



- Stippling technique 1 mark
- Three dimensional effect. 1 mark
- Scales 1 mark
- Fins 1 mark

**Total 4 marks**

3.

Material		Tools		Equipment
A: Ink paste	1 mark	B: Squeegee	1 mark	E: wooden frame/screen/ metal frame 1 mark
F: Printing surface	1 mark	C: Design/mofit	1 mark	
		D: Silk mesh	1 mark	

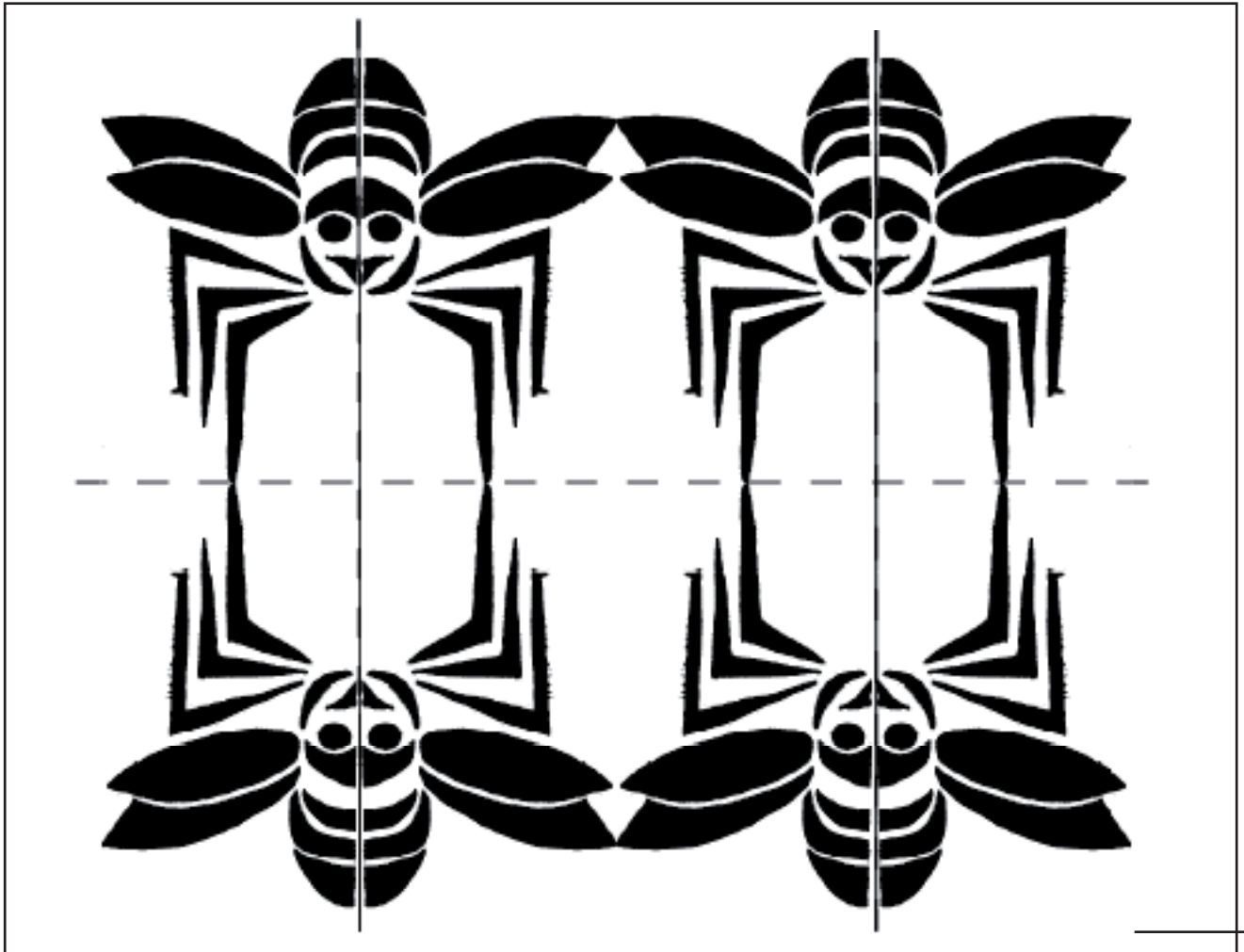
6 marks

4. (a) Incising: Carving/cutting grooves/shapes slightly to create patterns.
- (b) Slip trailing: Application of coloured slip onto an object, then scratch to create designs, marks.
- (c) Inlaying: To set decorative pieces on clay into a clay surface to make a design that is usually level with the surface.
- (d) Excising: cut out/through patterns/designs.

(e) Sgraffito: Scratch the design on the surface and then apply coloured slip.

1 x 5 = 5 marks

5.



Interpretation (inverse)

2 marks

Repeat pattern

2 marks

Execution

1 mark

Total

**5 marks**

6.

(i) Interpretation

- Calligraphic characteristics.
- Creativity and aesthetics.

2 marks

(ii) Legibility and readability of letters:

- Uniformity of letters.
- Spacing between letters, words and lines.

- (iii) Presentation  
 - Correct copy of statement.  
 - Neatness.

1 mark  
**5 marks**

**SECTION C (15 marks)**

7. (a) (i) Armature: a sculpture framework for supporting the clay or other plastic material in modelling. 2 marks  
 (ii) Made using thin wire. 1 mark  
**3 marks**

- (b) Process of making a form in "papier mache".

- (i) Collect the required materials, tools and equipment.  
 (ii) Cut /tear/shred the paper into small pieces.  
 (iii) Soak in water and leave it to soften and set for at least 3 days.  
 (iv) Drain the water and add glue or cold water paste.  
 (v) Pound into a homogenous pulp/state.  
 (vi) Apply the pulp in small amounts on to the structure until the entire form is covered.  
 (vii) Keep building up the form until the desired form/shape is achieved.  
 (viii) Add details to define the form/shape.  
 (ix) Refine the details/structure.  
 (x) Leave to dry under shade and ensure that it is completely dry.  
 (xi) Apply the desired colour and leave to dry.  
 (xii) Apply finish: clear vanish and leave to dry.

Each step 1 x 12 = **12 marks**

8. (a) A badge is an identification symbol worn to show membership to a group/organization/institution, society/rank/position/status/achievement. 1 mark

- (b) **Components of a badge:**

- (i) **Shield:**  
 Main body/overall form/layout of a badge on which the components are arranged/attached (usually oval/round/circular etc).
- (ii) **Identification symbol:**  
 Contains the name and pictorial representation of the institution/rank/status etc.
- (iii) **Ribbon/wreath:**  
 A decorative or beautifully designed section of the badge which bears the motto.
- (iv) **Motto:**  
 A short phrase stating the core values, aspirations or beliefs of an institution.

Stating = 1 mark

Explanation 2 x 4 = 8 marks

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 Discover! Learn! Apply!

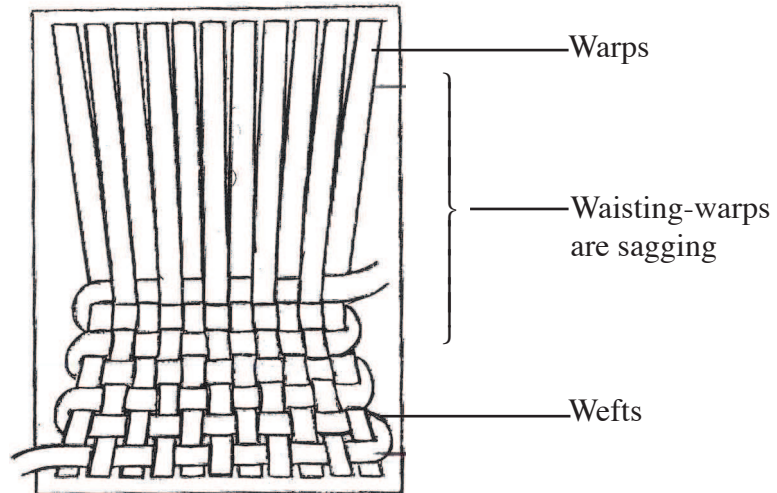
(c) Colour function in a badge:

- (i) Aesthetic appeal.
- (ii) Identification.
- (iii) A symbolic value of what the institution stands for or supports the motto.

Any 2 x 1 = **2 marks**

9. (a) **Waisting** is a defect in a woven article caused by uneven tension of yarn i.e. loose warps or tight wefts.

Illustration.



Definition/explanation 1 mark  
Illustration/labelling 3 marks  
**Total = 4 marks**

(b) **Four ways of achieving firmness of yarn.**

- (i) Using thick yarn instead of thin yarn.
- (ii) Firmly tying the warp threads to avoid sagging.
- (iii) Allowing minimum spacing between the warps.
- (iv) Using plain weave after each row of ghirde knots.
- (v) Pulling the weft threads firmly at the end of each woven line.
- (vi) Beating down firmly the weft threads after every row.

Any 4 x 2 marks each = **8 marks**

(c) **Three main ways of finishing a woven mat.**

- (i) Knotting the warps/fringes.
- (ii) Sewing the warps/overcasting/binding.
- (iii) Hemming warps/folding and hemming down.

1 x 3 = **3 marks**

#### 4.14.1 Art & Design Paper 2 (442/2)

### ALTERNATIVE A: DRAWING/PAINTING

#### QUESTIONS 1 & 2

1.	INTERPRETATION	MARKS
	(i) Relevance of subject matter to theme	08
	(ii) Appropriateness of mood/atmosphere	04 14
	(ii) Correct dimensions (measurements)	02
2.	COMPOSITION	
	(i) Appropriate use of space	04
	(ii) Appropriate format	02
	(iii) Unity/rhythm/balance	08 30
	(iv) Originality/creativity/imagination/	08
	(v) Close-up/focal point (Dominance)	08
3.	FORM/STRUCTURE	
	(i) Definition of forms	08
	(ii) Capture of actions/mood	08
	(iii) Articulation of posture and features	06 32
	(iv) Proportions of forms in relation to each other and whole	06
	(v) Texture/pattern	04
4.	TONE/COLOUR	
	(i) Tonal value to create volume/depth	06
	(ii) Harmony/contrast	06
	(iii) Competency in use of media (workmanship)	04 20
	(iv) Appropriateness to subject matter	04
5.	PRESENTATION	
	(i) Neatness	02
	(ii) Appropriate finish	02 04
	<b>TOTAL</b>	<b>100 MARKS</b>

## ALTERNATIVE B: GRAPHIC DESIGN

### QUESTIONS 3 & 4

			MARKS
1.	<b>INTERPRETATION</b>		
	(i) Subject matter: Requirements: correct information-contents of letterhead/envelope/poster/logo	08	
	(ii) Correct dimensions	02	
	(iii) Appropriate format	02	16
	(iv) Mood/symbolism in relation to subject matter	04	
2.	<b>COMPOSITION</b>		
	(i) Layout of pictorial forms/letters	08	
	(ii) Spacing of letters, words and lines	10	
	(iii) Originality/creativity/imagination	10	32
	(iv) Rhythm/unity/balance	04	
3.	<b>FORM/STRUCTURE</b>		
	(i) Definition of forms (pictorial/letters)	12	
	(ii) Proportion of forms (pictorial/letters) in relation to each other and whole	10	30
	(iii) Appropriateness of forms/(pictorial/letters to function.	08	
4.	<b>COLOUR</b>		
	(i) Appropriate colour	06	
	(ii) Harmony/contrast	06	12
5.	<b>PROFESSIONAL SKILLS</b>		
	(i) Precision	06	
	(ii) Neatness	02	10
	(iii) Presentation/finish	02	
	<b>TOTAL</b>		<b>100 MARKS</b>