

22.0 METAL WORK (445)

22.1 Metal Work Paper 1 (445/1)

1. (a) CAUSES OF ACCIDENTS  
Failure to hold chisel firmly  
Failure to use goggles  
Using chisel with mushroomed head  
Using blunt chisel  
Failure to hold work piece firmly  
Grieced chisel .

Any 4 x 1/2 = 2 marks

- (b) ENTRY REQUIREMENT  
(i) ARTISAN KCPE  
(ii) DIPLOMA KCSE (C Plain) or Craft certificate  
(iii) CRAFT KCSE (D Plain) of Artisan

3 x 1/2 = 1 1/2 marks

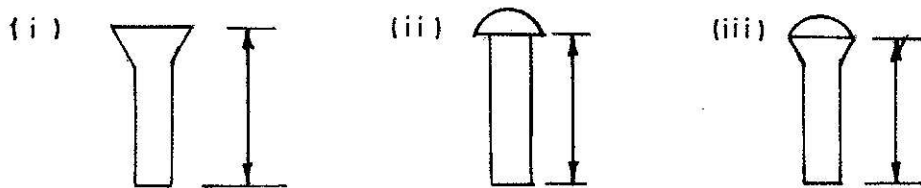
2. (a) READING MICROMETER  
Read the whole number on barrel/sleeve  
Read complete subdivision on barrel  
Read number on thimble before datum line  
Read extra divisions coinciding with datum line  
Finding the centre of the round bar.

4 x 1/2 = 2 marks

- (b) SCRIBING BLOCK  
Marking out  
Testing parallelism  
Testing alignment  
Testing roundness/concentricity

4 x 1/2 = 2 marks

3. (a)



3 x 1 = 3 marks

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- (b) Marking + appropriate sketch  
Checking + sketch  
Guiding + sketch

Any 3 x 1 = 2 marks

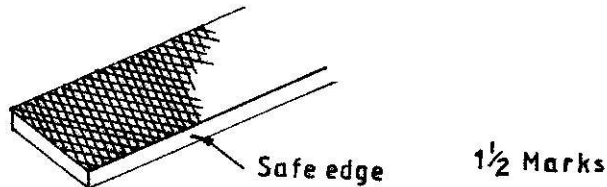
4. (a) Twist drill HSS/HCS Hardness and wear resistance  
(b) Rivet MS, Aluminium, Brass, Copper Malleability/ductility

- (c) Hammer head Medium Carbon Steel Toughness/hardness  
 (d) Knife blade Stainless steel Non-corrosive/hardness/easy to cold work
- 8 x 1/2 = 4 marks

5. (a) (i) Clogging of a file by metal chips  
 (ii) Applying chalk on the surface  
 (iii) Cleaning using a file card or wire brush

3 x 1 = 3 marks

(b)



Allows filing one surface of a shoulder or inner corner 1/2 mark

Allows filing one surface of a shoulder or inner corner

1  
1/2  
2 marks

6. (a) LEG VICE  
 Enhanced rigidity hence withstands heavy blows  
 Capable of opening more hence holds wider work piece  
 Withstands very high temperatures

Any 2 x 1 = 2 marks

- (b) Slide the rule through the slot in the centre head and lock. Hold the centre head against the end of the bar  
 Scribe a line across the end of the bar  
 Rotate the bar and scribe another line to obtain a centre of intersection/bar

4 x 1/2 = 2 marks

7. (a) Forms:  
 Rod, wire, strip, powder

Any 2 x 1/2 = 1 mark

- (b) REASON:  
 To cater for - thickness of material being brazed  
 - the design of the joint  
 - method of heating the metal

Any 1 x 1 = 1 mark

8. (a) WELDING  
 The process of joining metals by heating them to melt and fusing together.

- (b) RIGHTWARD WELDING  
 Deeper penetration and faster  
 Rate of cooling is reduced hence better results  
 Less gas is used  
 No berel is required for steels up to 8.0 mm thus less filler metal required/used..

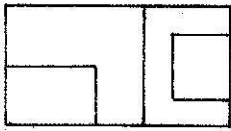
Any 2 x 1 = 2 marks

9. OIL BLACKING  
 Clean the surface  
 Heat to red hot  
 Dip in clean thick oil  
 Heat again to burn excess oil  
 Allow to cool  
 Clean the surface

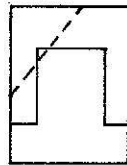
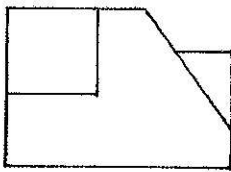
6 x 1/2 = 3 marks

10.

SOLUTION

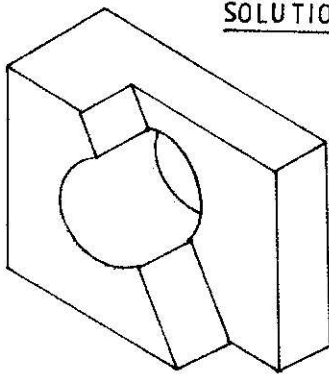


|                                  |       |   |                    |
|----------------------------------|-------|---|--------------------|
| 9 faces                          | × 1/2 | = | 4 1/2              |
| Hidden details                   |       | = | 1/2                |
| 3 <sup>rd</sup> Angle projection |       | = | 1/2                |
| TOTAL                            |       | = | <u>5 1/2 marks</u> |



11.

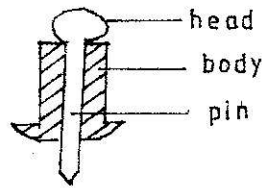
SOLUTION



12. (a)
- (i) Scribe the centre line using a scriber
  - (ii) Step off the 75mm hole centres using dividers
  - (iii) Dot punch hole centres using hammer and punch
  - (iv) Scribe 18mm radius using dividers and rule
  - (v) Scribe 25mm radius using rule and dividers
  - (vi) Join 18mm and 25mm radii tangentially using rule and scriber
  - (vii) Drills holes Ø 18 and Ø 25 using a drill bit.
  - (viii) Cut along the outline using a hacksaw
  - (ix) File the outline smooth using a file.

6 x 1 = 6 marks

(b) (i) POP-RIVET



Sketch and labelling =  $2\frac{1}{2}$  marks

(ii) STEPS

Mark and drill the plates  
Debur the plates  
Align the holes

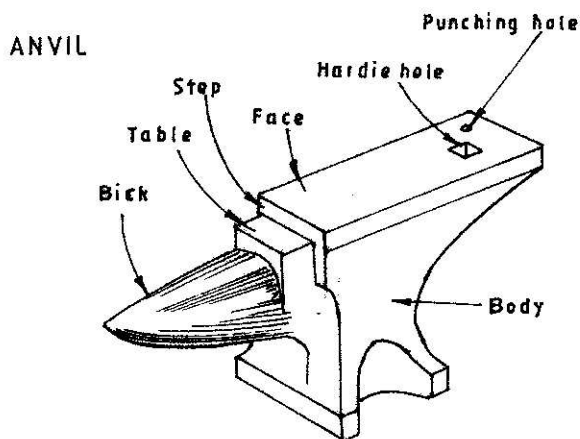
$3 \times \frac{1}{2} = 1\frac{1}{2}$  marks

(iii) Insert the rivets into the work piece and grip the pin with the rivet gun.  
Press the gun to pull the pin causing the head to expand the body.  
Continue pressing the gun until the pin breaks off.

$3 \times 1 = 3$  marks

Any 2 sketches  $\times 1 = 2$  marks

13. (a) ANVIL



Sketch = 2  
Labelling (3x ) =  $1\frac{1}{2}$   
TOTAL =  $3\frac{1}{2}$  marks

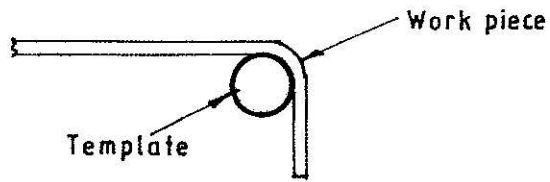
(b) (i) LENGTH OF MATERIAL

|                     |  |                                  |
|---------------------|--|----------------------------------|
| Inner radius        | 18   |                                  |
| Outer radius        | $18 + 918 + 3) \frac{1}{2}$                              |                                  |
| Mean radius         | $\frac{42}{2} = 21$                                      |                                  |
| Length of curvature | $= \frac{2\pi r}{4}$                                     | $4 \times \frac{1}{2} = 2$ marks |
|                     | $= \frac{(2 \times 22 \times 21) \times \frac{1}{4}}{7}$ |                                  |
|                     | $= 33\text{mm}$  |                                  |

(ii) RADIUSED BEND

Obtain a suitable template/jig for  $\text{Ø } 36$  or  $R18$   
Mark the area to be bent  
Heat the area to be bent  
Clamp work piece against the jig  
Bend to shape.

$5 \times \frac{1}{2} = 2\frac{1}{2}$  marks



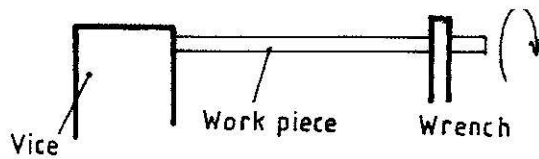
Sketch = 1

Total = 3 1/2 marks

### TWISTING

Heat the area to be twisted  
 Grip firmly in the vice one end of area to be twisted  
 Hold the other end with tongs or wrench  
 Twist the bar 90° or 180°

4 x 1/2 = 2 marks

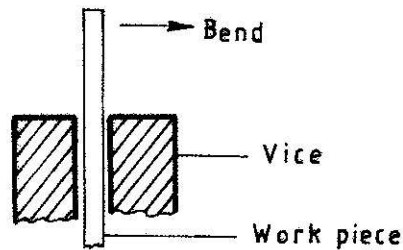


Sketch = 1

Total = 3

### BENDING

Mark section to be bent  
 Heat the section to be bent  
 Hold in the vice  
 Bend at 90°



4 x = 2  
 Sketch = 1  
 Total = 3

14. (a)



LAP JOINT



FLUSH LAP JOINT

Sketch 2 x 1 = 2

- (b) PROCEDURE:
- Clean the surface to be soldered, with abrasive cloth
  - Clean the soldering bit with a file
  - Tin the soldering bit
    - heat the soldering bit until it is brown
    - apply flux to the point
    - add solder to the point
  - Tin the surfaces separately i.e. apply flux
    - heat
    - apply solder
  - Put the surfaces to be joined together and press firmly.
  - Heat the joint using any suitable heat source e.g. soldering iron, Gas torch or blow lamp etc; until the solder melts.
  - Let the joint cool while still applying pressure.
  - Clean the joint to remove any excess flux.

8 x 1 = 8 marks

(c) SAFETY RULES

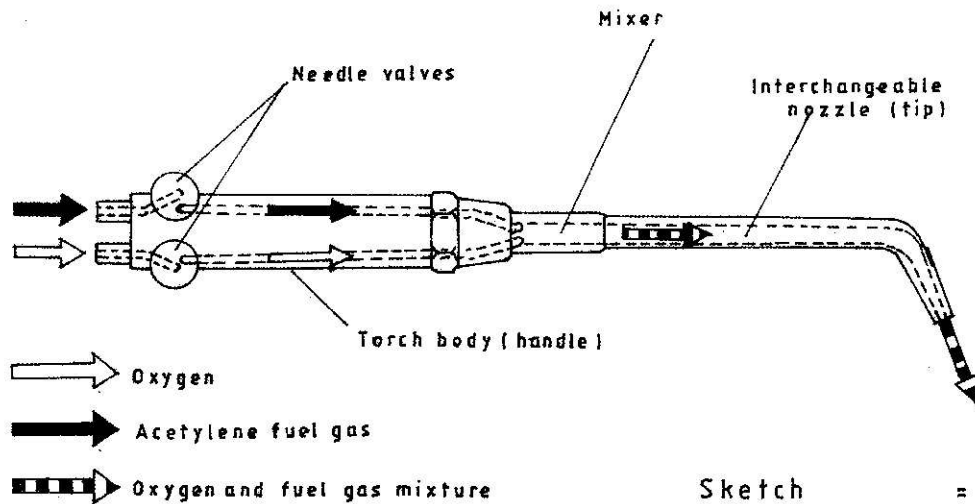
- (i) Keep the hot iron away from the body.
- (ii) Do not put the hot soldering iron on a wooden bench.
- (iii) Liquid flux is corrosive and must be kept away from eyes.
- (iv) Do not touch a newly soldered joint - The joint may still be hot.

4 x 1/2 = 2 marks

- (d)
- (i) Copper conducts heat very well.
  - (ii) Copper retains heat for a long time.
  - (iii) Copper picks up solder very easily.

3 x 1 = 3 marks

15. (a) WELDING TORCH



Sketch = 2  
 Labelling (5 x 1/2) = 2 1/2

SAFETY PRECAUTIONS

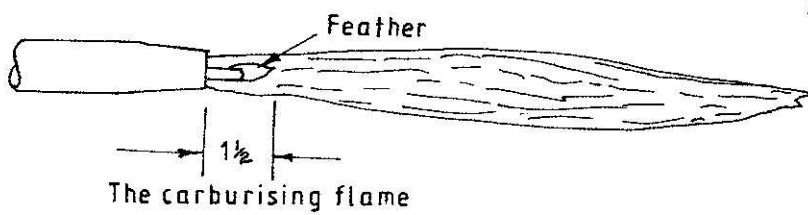
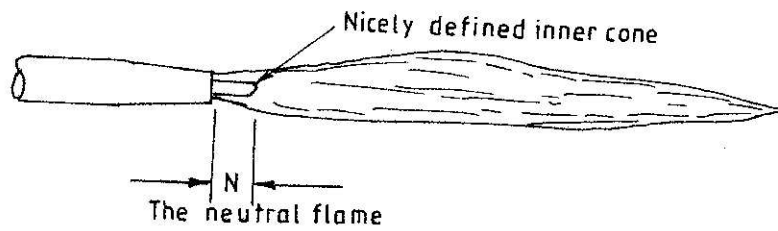
- Ensure that the nozzle seat and threads are free from any foreign materials.

- Nozzle should only be cleaned with tip cleaner
- Never use nozzle to hold or push the work piece
- Avoid knocking nozzle against hard surfaces

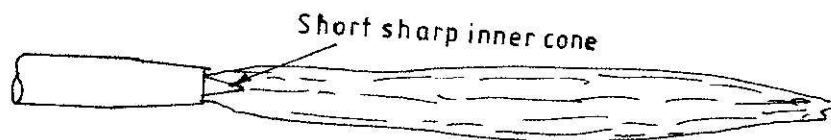
Any 3 x 1 = 3 marks

(b) GAS WELDING FLAMES

(i)



$3 \times 1\frac{1}{2} = 4\frac{1}{2}$  marks



- (ii)
1. Neutral Flame has equal quantities of oxygen and acetylene
  2. Carburising flame has more acetylene gas than oxygen
  3. Oxidising flame has more oxygen than acetylene gas

3 x 1