#### **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 marksRhythm/movement1 mark3 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) Ti 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.
  - (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  $1 \times 1 = 1 \text{ mark}$ 

(h) Eco environment recycle symbol.

1 mark

#### Function:

- Re-use/recycle materials.
- To create awareness on proper use of the environment.

Any  $1 \times 1 = 1 \text{ mark}$ 

- (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.

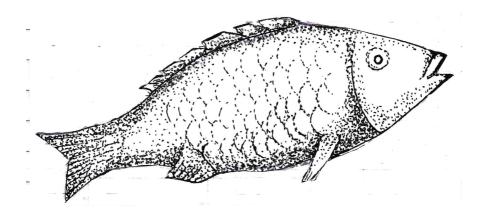
2 marks

(j) Type face: Roman letter. Part labelled **X** is Serif.

2 marks

### **SECTION B (25 marks)**

2.



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

1 mark

1 mark

1 mark

1 mark

**Total 4 marks** 

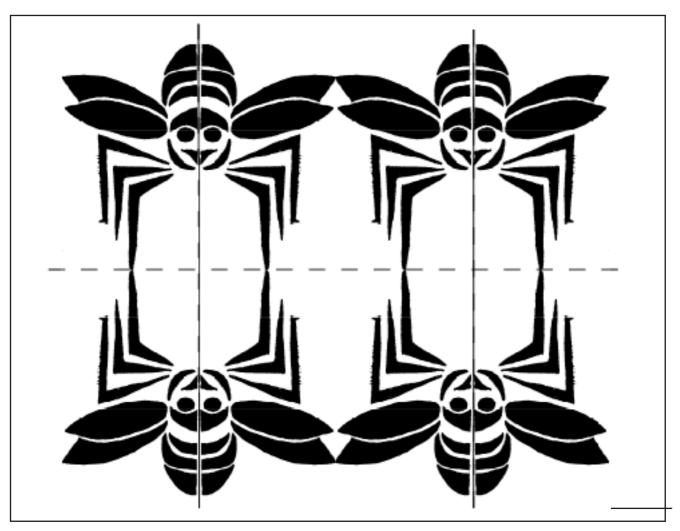
**3.** 

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

### 5.



Interpretation (inverse) Repeat pattern Execution

2 marks 1 mark

2 marks

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.

2 marks

- (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.
  - (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  $2 \times 4 = 8 \text{ marks}$ 

Total 12 marks

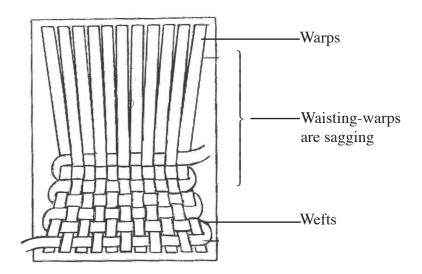
- (c) Colour function in a badge:
  - (i) Aesthetic appeal.
  - (ii) Identification.
  - (iii) A symbolic value of what the institution stands for or supports the motto.

Any 
$$2 \times 1 =$$

2 marks

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

Illustration.



Definition/explanation Illustration/labelling

1 mark 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 ghiordes 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  $4 \times 2$  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.

 $1 \times 3 = 3 \text{ marks}$ 

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

# ALTERNATIVE A: DRAWING/PAINTING

# QUESTIONS 1 & 2

1.	INTI	ERPRETATION	MARI	KS				
	(i)	Relevance of subject matter to theme	08					
	(ii)	Appropriatness of mood/atmosphere	04	14				
	(ii)	Correct dimensions (measurements)	02					
2.	COM	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.	FOR	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.	PRE	SENTATION						
	(i)	Neatness	02					
	(ii)	Appropriate finish	02	04				
		TOTAL	100	MARKS				

## **ALTERNATIVE B: GRAPHIC DESIGN**

# **QUESTIONS 3 & 4**

1.	INTI	ERPRETATION	MARKS		
	(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.	COM	<b>MPOSITION</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.	FOR	M/STRUCTURE			
	(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.	COL	OUR			
	(i)	Appropriate colour	06		
	(ii)	Harmony/contrast	06	12	
5.	PRO	FESSIONAL SKILLS			
	(i)	Precision	06		
	(ii)	Neatness	02	10	
	(iii)	Presentation/finish	02		
		TOTAL	100 M	ARKS	