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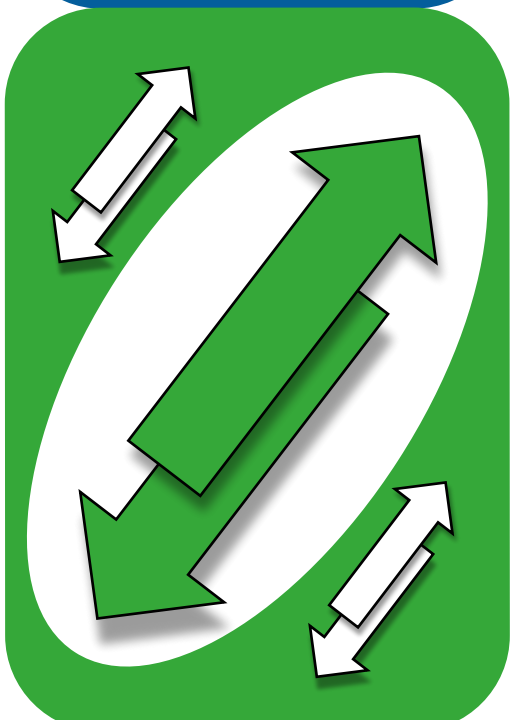
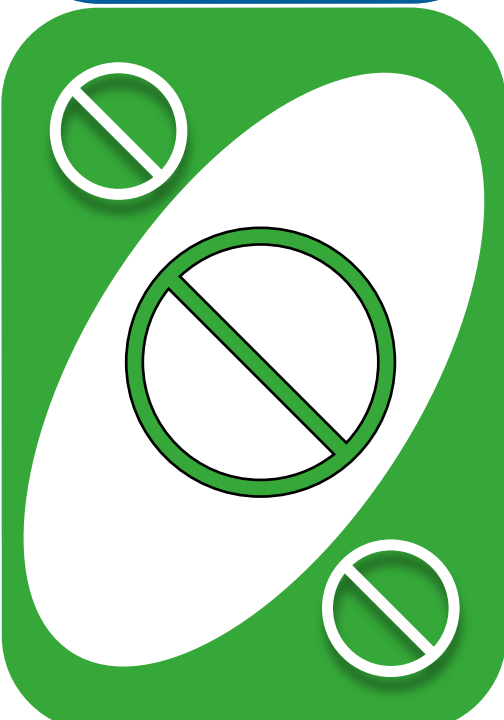
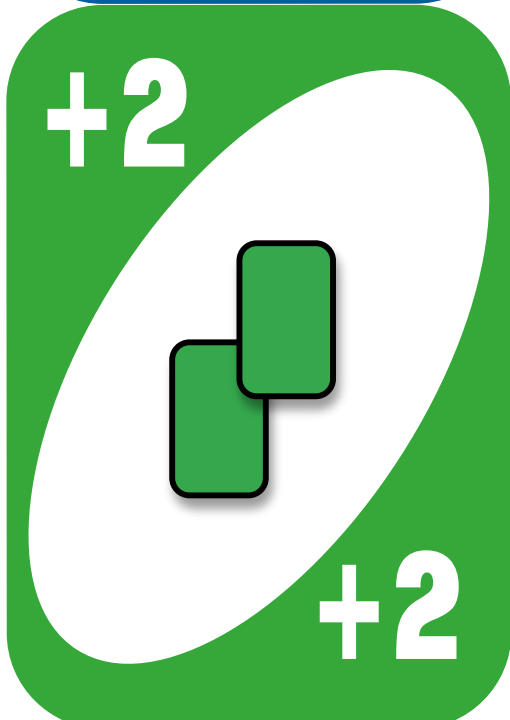
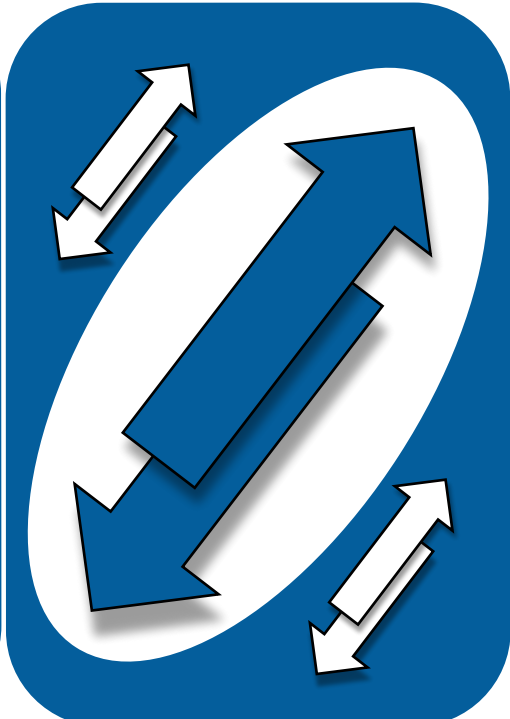
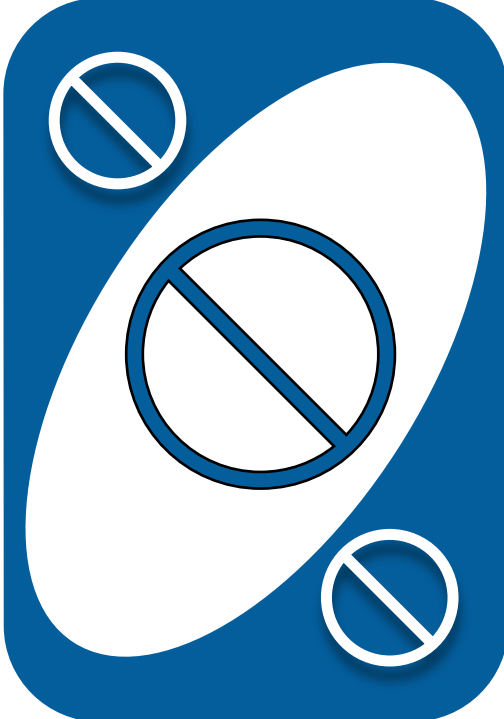
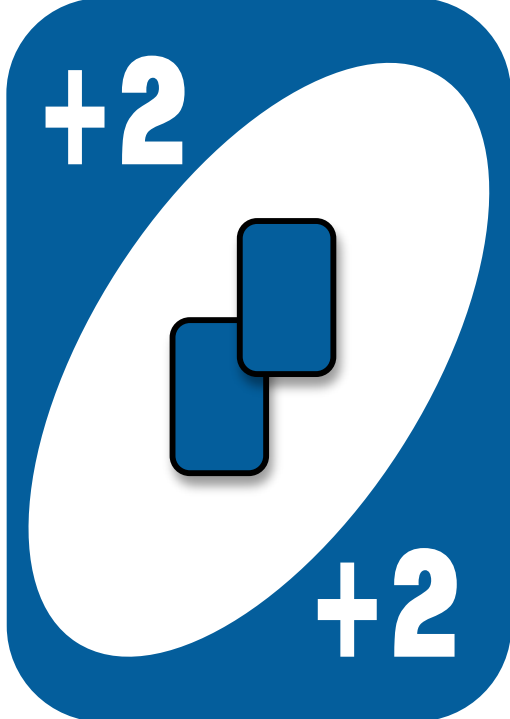
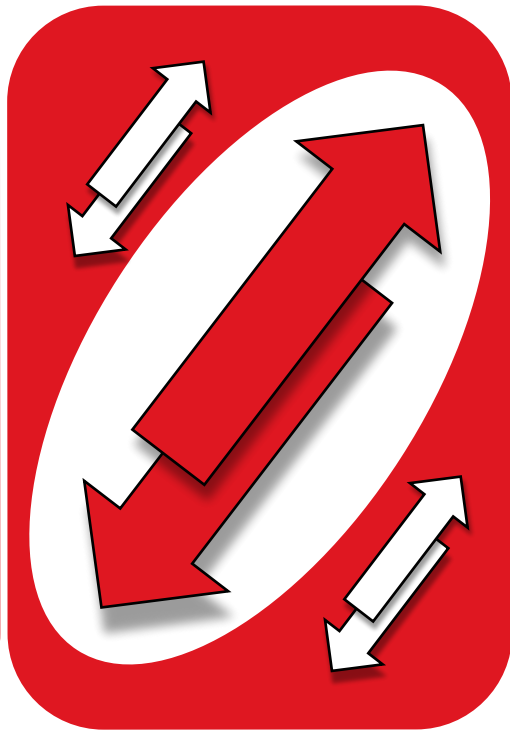
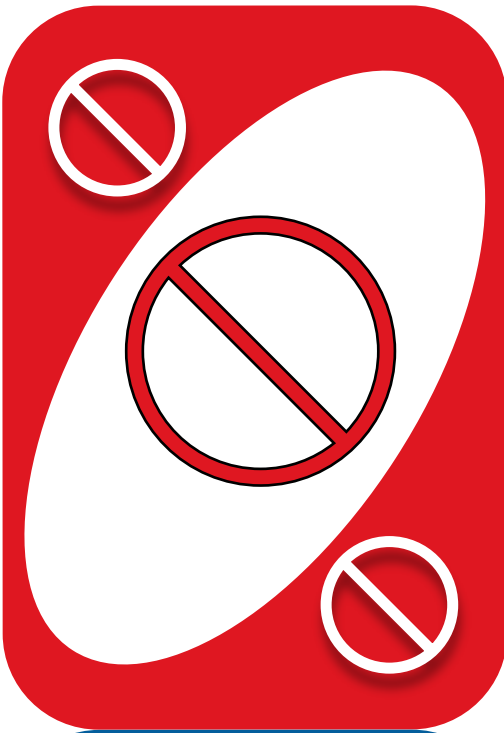
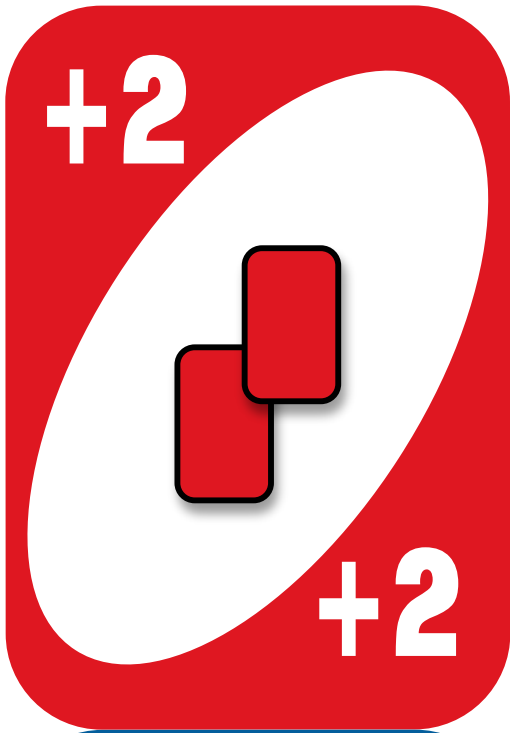


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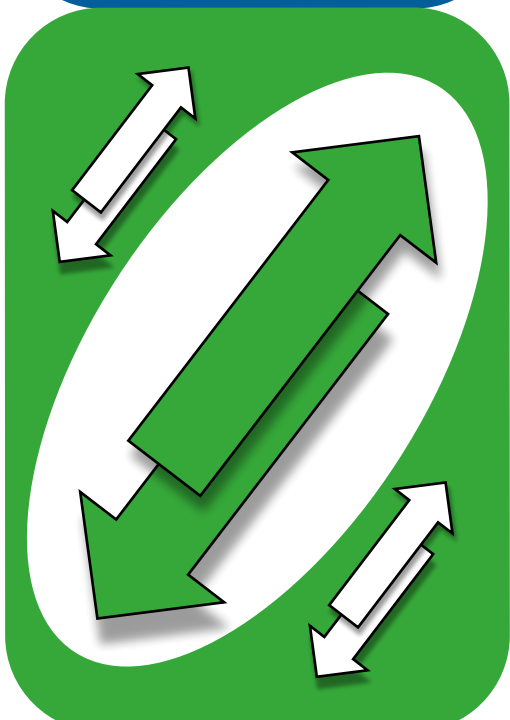
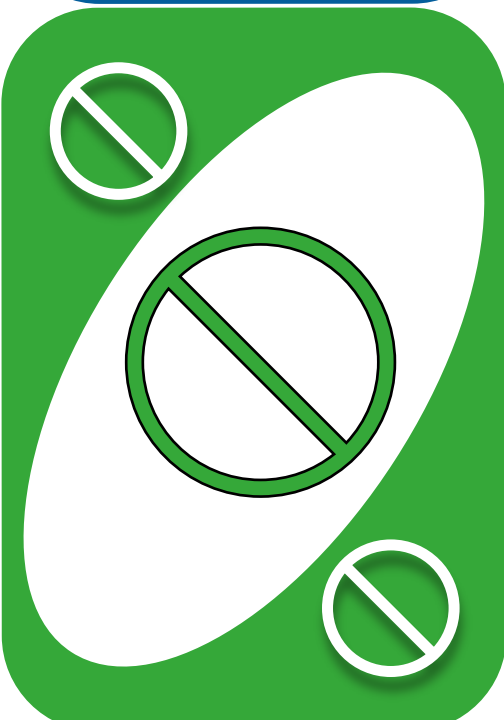
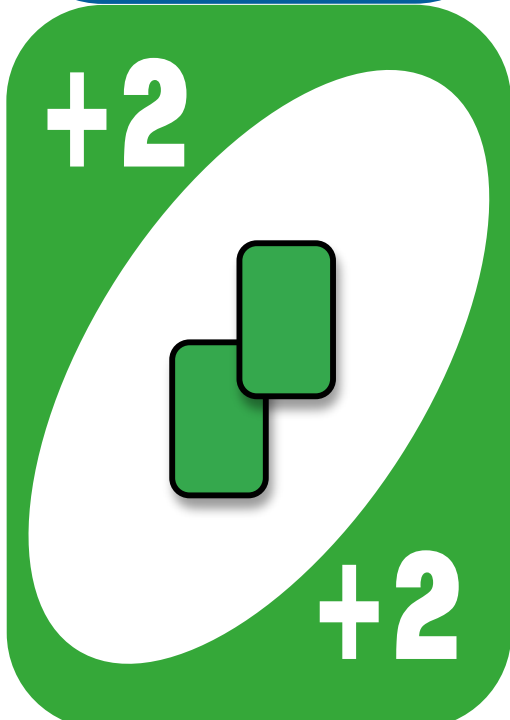
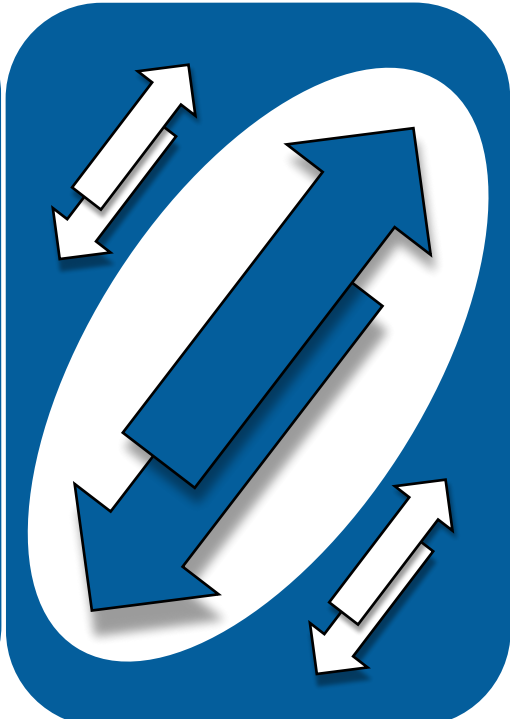
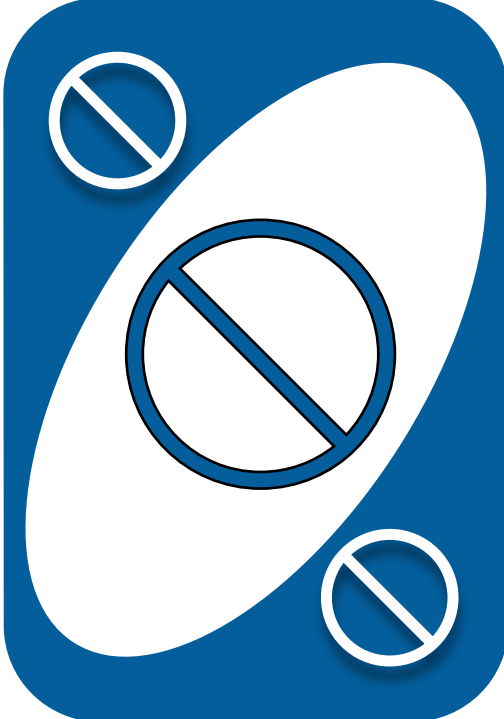
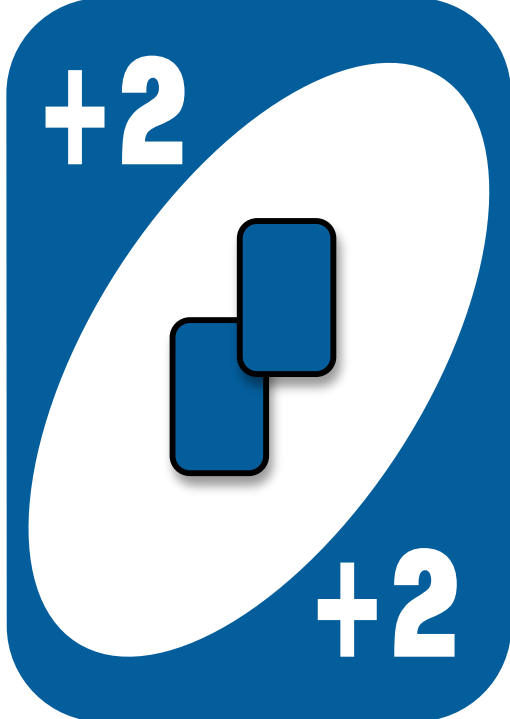
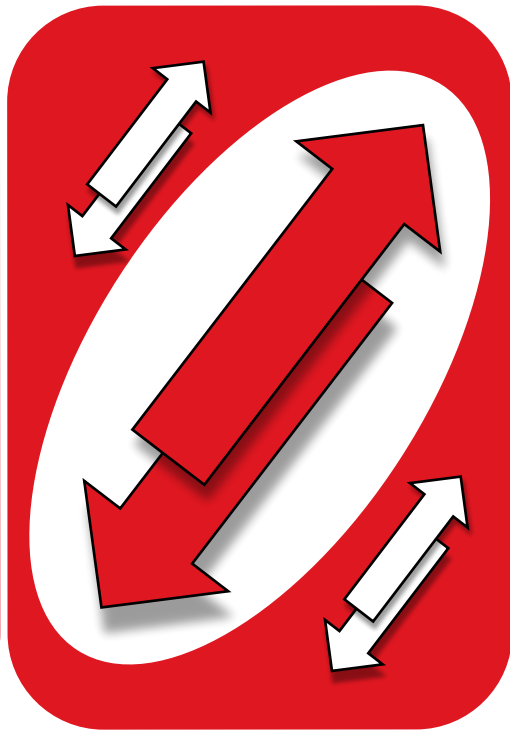
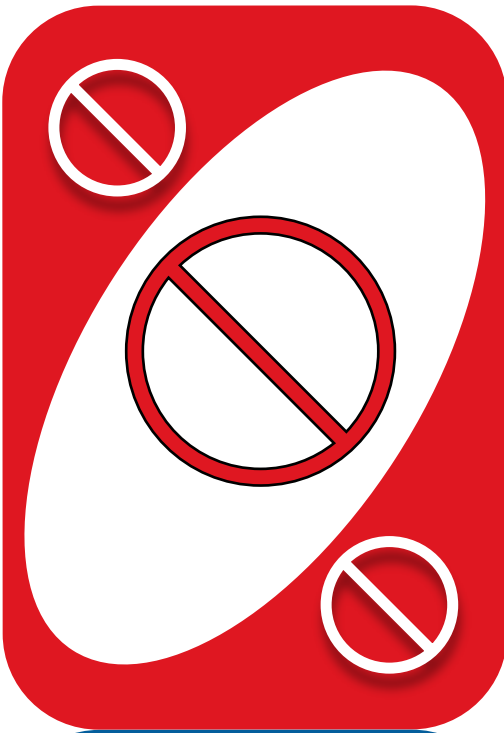
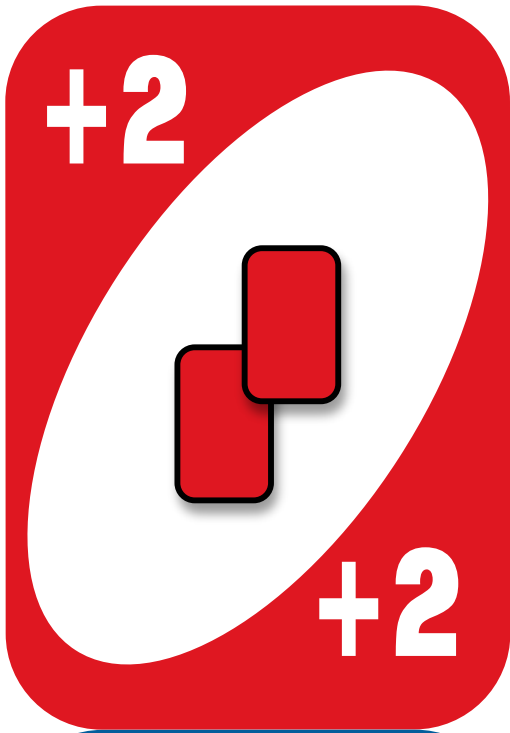


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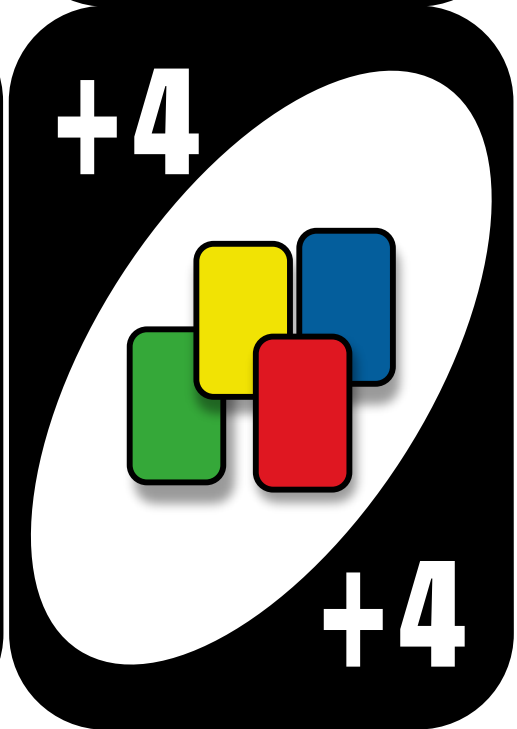
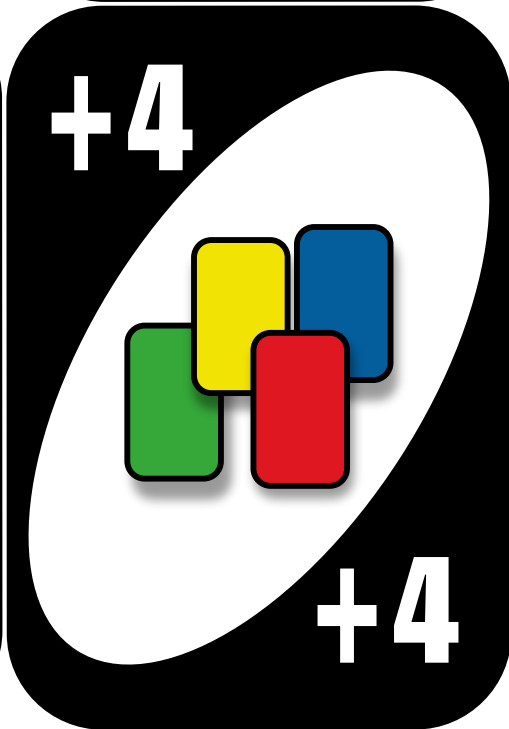
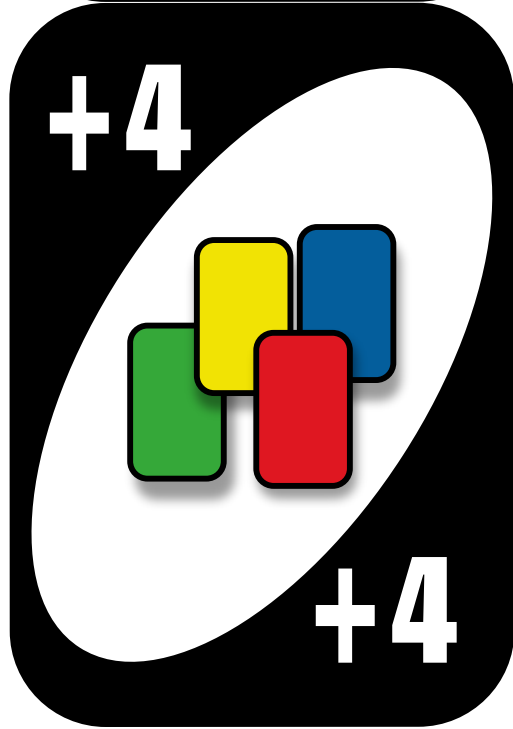
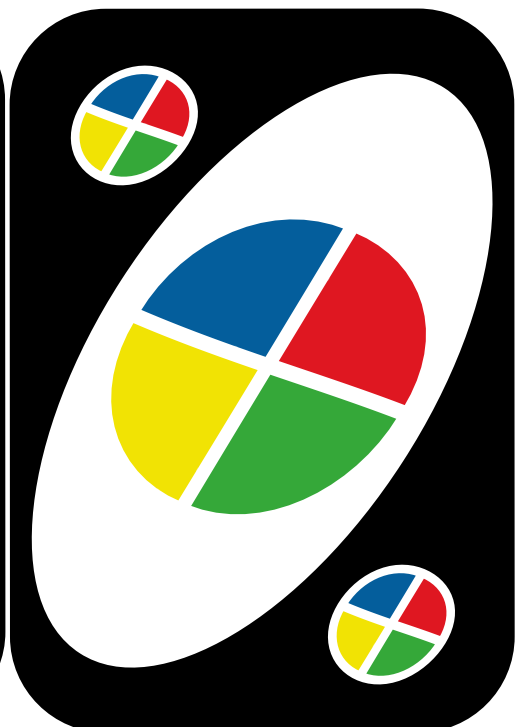
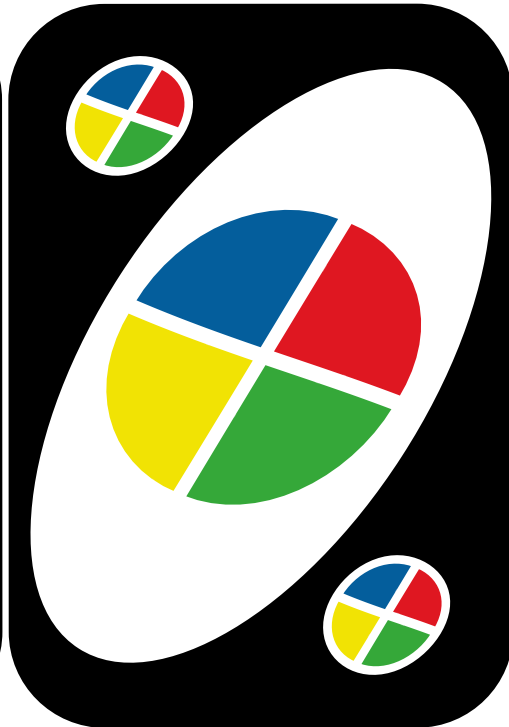
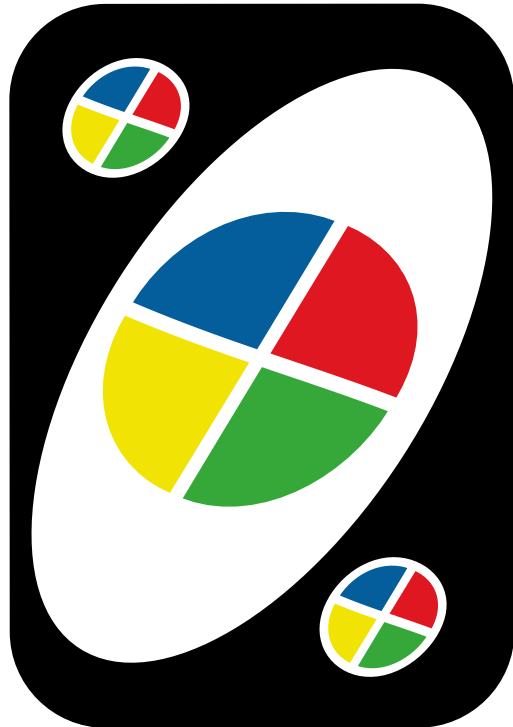
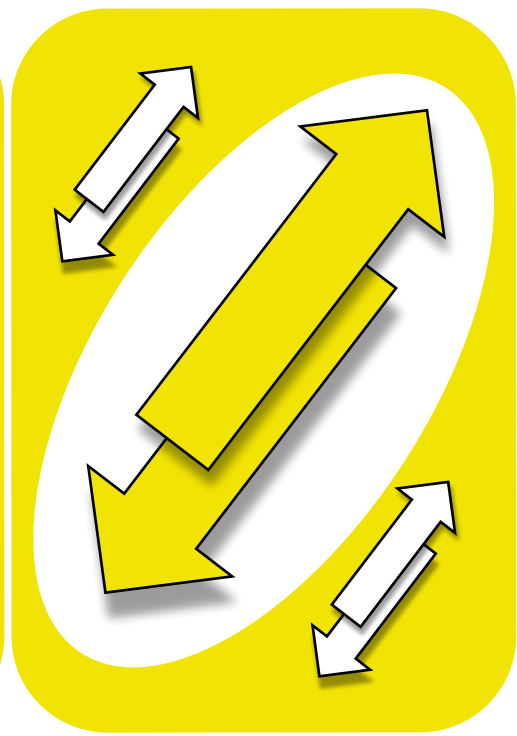
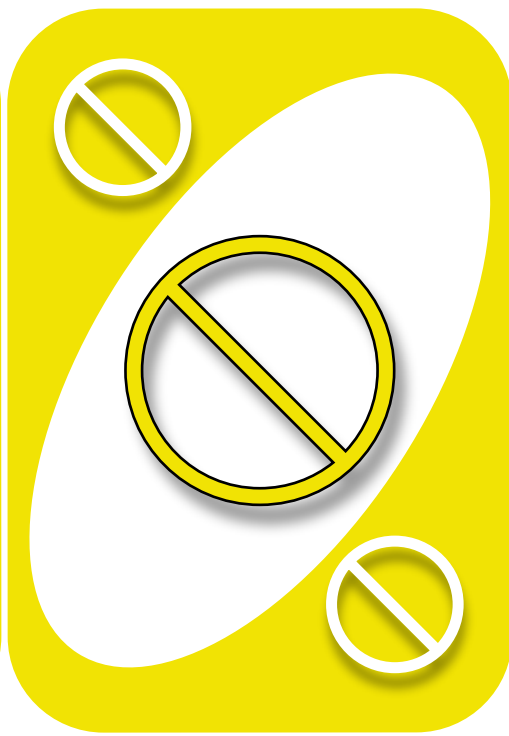
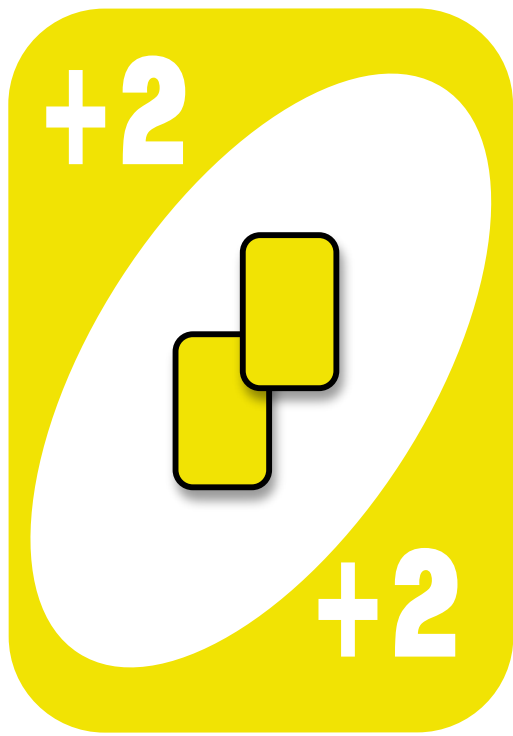


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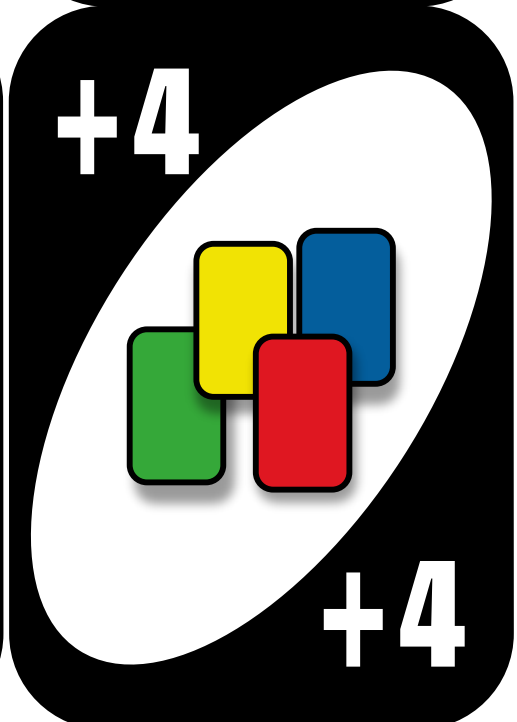
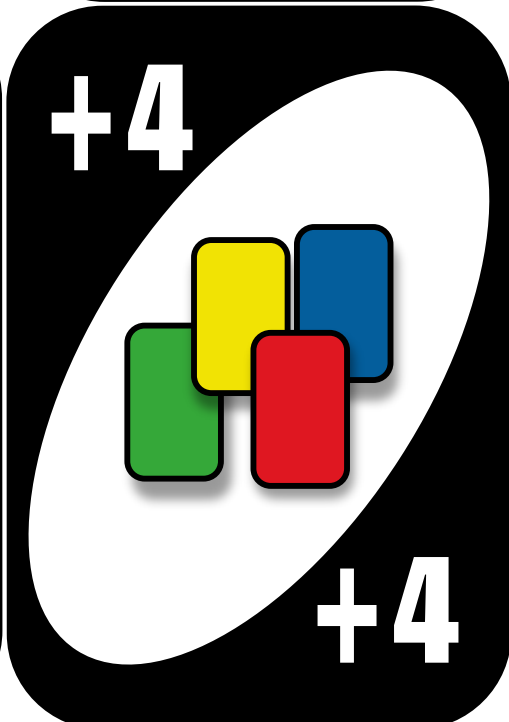
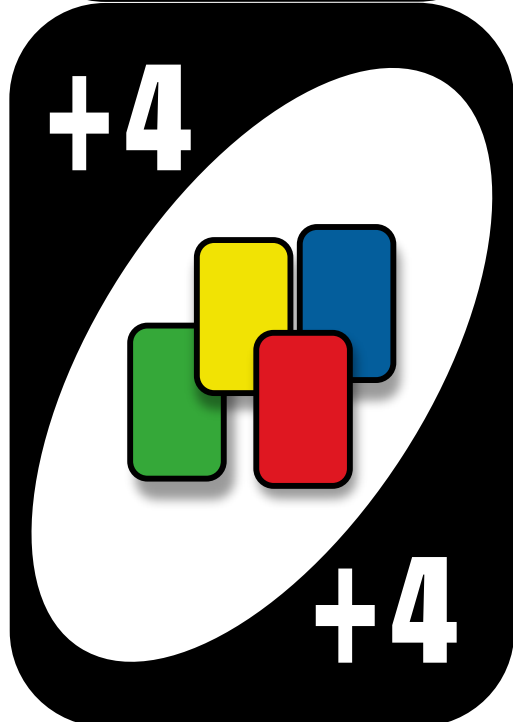
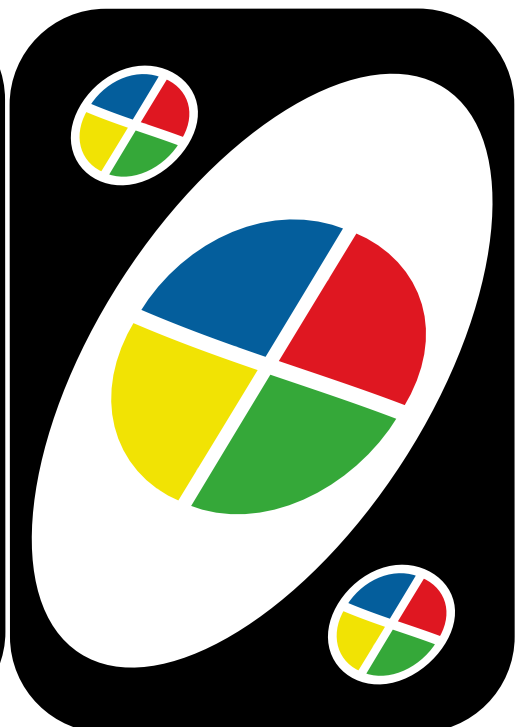
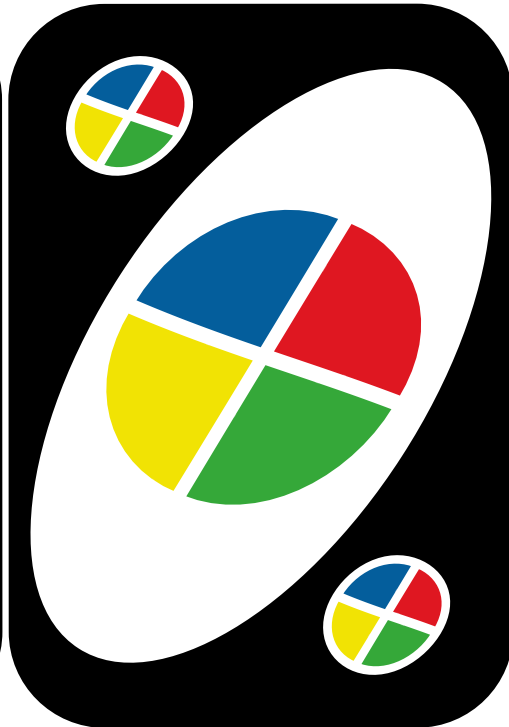
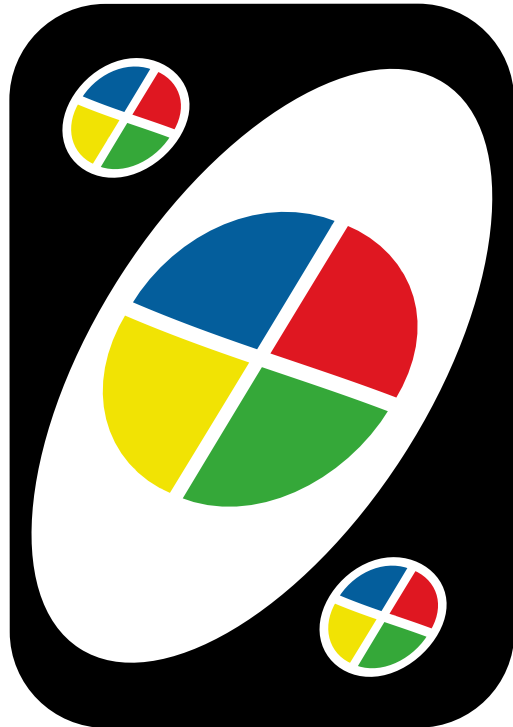
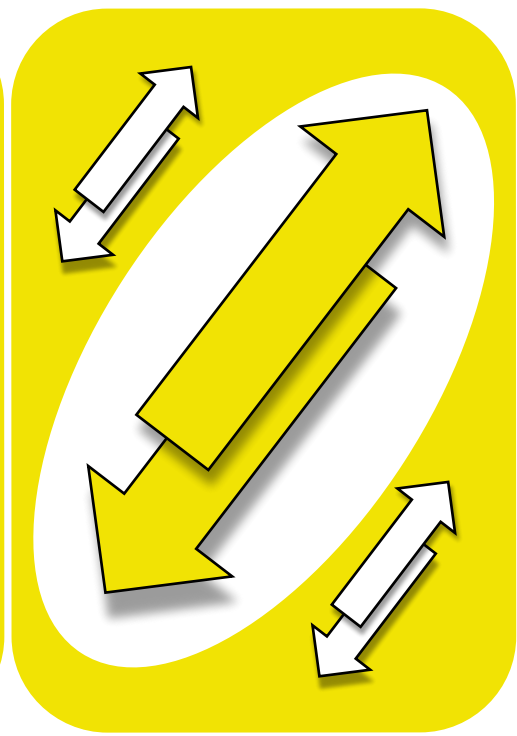
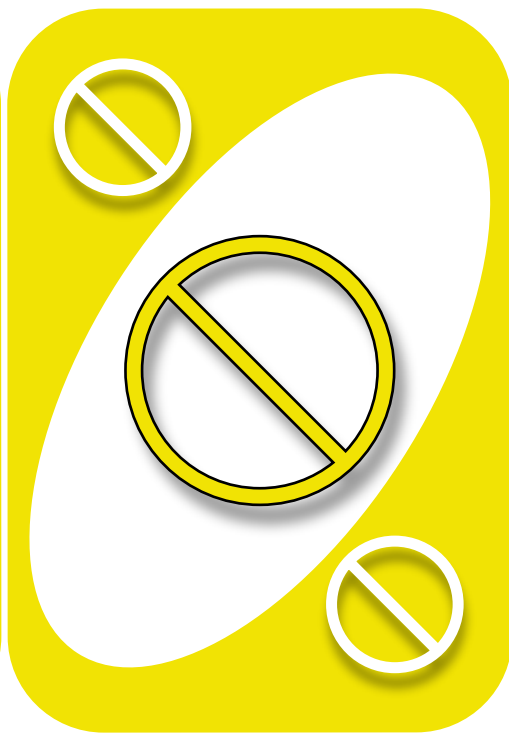
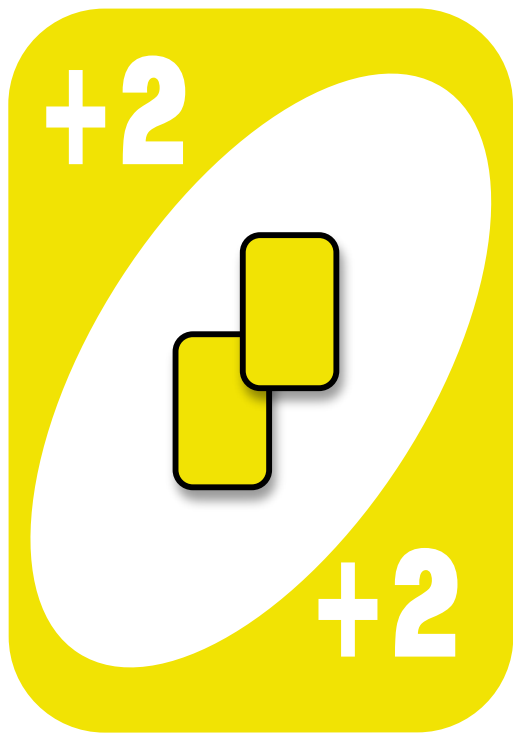


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*Name the tool used to mark a line parallel to an edge.*

**1**

**1**

*Name the tool used to mark two lines parallel to an edge.*

**1**

**2**

*Name the tool used to mark a line at right angles to an edge.*

**2**

**2**

*Pine is a... softwood / hardwood / manufactured board?*

**2**

**3**

*Cedar is a... softwood / hardwood / manufactured board?*

**3**

**3**

*Larch is a... softwood / hardwood / manufactured board?*

**3**

**4**

*State one use for a try square.*

**4**

**4**

*State how to adjust the depth of the cut on a smoothing plane.*

**4**

**5**

*State the name of the wood turning tool used to create square shoulders.*

**5**

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5

State two checks that should be made to the mortise machine before cutting.

5

6

On which machine would you find a revolving centre?

6

6

State the purpose of a marking knife.

6

7

State two adjustments that can be made to the mortise gauge.

7

7

Explain the purpose of a hand router.

7

8

State two checks that should be made to the wood lathe before switching it on.

8

8

Explain why only a small gap should be left between the fool rest and the blank on the wood lathe.

8

9

State an advantage of using manufactured boards over natural timber.

9

9

On which machine would you find a fool rest?

9

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**1**

**Oak is a... softwood / hardwood  
/ manufactured board?**

**1**

**1**

**State the reason for drilling a  
countersink hole.**

**1**

**2**

**State two methods of checking a  
frame is square.**

**2**

**2**

**State one check that should be  
made to the orbital sander before  
switching it on.**

**2**

**3**

**Ash is a... softwood / hardwood  
/ manufactured board?**

**3**

**3**

**Name the power tool used to cut a  
curve into wood.**

**3**

**4**

**Name a clear wood finish.**

**4**

**4**

**Explain an advantage of using  
vegetable oil as a finish.**

**4**

**5**

**Mahogany is a... softwood /  
hardwood / manufactured board?**

**5**

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5

*State the purpose of outside calipers.*

5

6

*Explain one method of drilling a hole to a particular depth.*

6

6

*Explain what is meant by the term 'clearance hole'.*

6

7

*Explain how to set the marking gauge to half the depth without measuring.*

7

7

*State an advantage of using softwoods over hardwoods.*

7

8

*State the name of the tool used to check a diameter on the wood lathe.*

8

8

*Explain an advantage of flat pack furniture to the consumer.*

8

9

*Explain the difference between a dead centre and a revolving centre.*

9

9

*State the name of the tool used to mark angles of  $45^\circ$  and  $135^\circ$ .*

9



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**1**

*Meranti is a... softwood /  
hardwood / manufactured board?*

**1**

**1**

*Name a coloured wood finish.*

**1**

**2**

*State the tool used to secure  
drill bits in the chuck of the  
pillar drill.*

**2**

**2**

*Explain an advantage of flat pack  
furniture to the manufacturer.*

**2**

**3**

*Beech is a... softwood /  
hardwood / manufactured board?*

**3**

**3**

*State two checks that should be  
made to the pillar drill before  
switching it on.*

**3**

**4**

*Name a drill bit used to drill flat  
bottomed holes.*

**4**

**4**

*Explain an advantage of using  
knock down fittings.*

**4**

**5**

*MDF is a... softwood / hardwood  
/ manufactured board?*

**5**

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5

*State the first step in preparing a blank for turning.*

5

6

*State why a mallet is used instead of a hammer to hit the handle of a chisel.*

6

6

*State one personal safety precaution when using the pillar drill.*

6

7

*Explain the purpose of 'dry clamping'.*

7

7

*State the purpose of a mortise gauge.*

7

8

*Which grade of sandpaper would be used last? (Fine / Medium / Coarse)*

8

8

*State the name of the type of chuck used to secure a drill bit in the pillar drill.*

8

9

*State an environmental reason for choosing softwoods over hardwoods.*

9

9

*Explain the purpose of a nail punch.*

9

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**1**

*Blockboard is a... softwood /  
hardwood / manufactured board?*

**1**

**1**

*State a suitable finish for a  
wooden spatula.*

**1**

**2**

*Chipboard is a... softwood /  
hardwood / manufactured  
board?*

**2**

**2**

*Name the tool used to hit the  
handle of a chisel.*

**2**

**3**

*Hardboard is a... softwood /  
hardwood / manufactured board?*

**3**

**3**

*Name the saw used for  
cutting intricate shapes in  
wood or plastic.*

**3**

**4**

*Which grade of sandpaper  
would be used first? (Fine /  
Medium / Coarse)*

**4**

**4**

*Plywood is a... softwood /  
hardwood / manufactured board?*

**4**

**5**

*Name a saw used for general  
woodwork.*

**5**

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5

State the last step in preparing a blank for turning.

5

6

State the purpose of the gouge in wood turning.

6

6

Explain the purpose of raising the grain.

6

7

Explain the term 'flat pack'.

7

7

Explain what is meant by the term 'pilot hole'.

7

8

Describe the process of raising the grain.

8

8

Explain what is meant by the term 'tolerance' in manufacturing.

8

9

Explain the difference between softwood and hardwood trees.

9

9

State the purpose of a marking gauge.

9



# UNO RULES

## Object of the game:

The aim of the game is to get rid of all your cards before the other players.

The first player to get rid of all their cards wins the round.

The winning player collects all the points from the remaining players cards.

Continue playing rounds until a player reaches 500 points and is declared the overall winner.

## Game setup:

Choose a dealer.

Deal 7 cards to each player.

The remaining cards are placed face down in a pile in the centre. This is the DRAW PILE.

Place the first card from the DRAW PILE next to it. This is the DISCARD PILE. (If a special card is flipped over first, shuffle this back into the draw pile and choose another card)

The player to the left of the dealer goes first.

## Scoring and Winning

If you are the first player to get rid of all your cards, you win all the points in the remaining players' hands.

Record the totals after each round.

The winner is the first player to reach 500 points.

## Game Play

The player must answer the question correctly before playing their own card. If the player gets the answer wrong or does not know the answer, they must pick up a card from the draw pile and play moves on to the next player.

When playing a card, it must match the card on the discard pile (either colour or symbol / number).

If you can't play a card, you must pick up a card from the draw pile. If the card you pick up matches, you can play it immediately.

### **Only one card can be played at a time.**

Reverse, Skip and Draw 2 cards can be played if they match the colour or symbol of the top card in the discard pile.

Wild cards and Draw 4 cards can be played at any time.

If more than one draw 2 or draw 4 cards are played in a row, the next player must pick up the total number of cards.

### **Before playing your second to last card, you must say 'UNO'.**

If you forget to say UNO before playing your second last card and another player catches you, draw 4 cards.

If you forget and the player next to you has already begun their turn, you do not have to pick up any cards.

When a player plays their last card, the round is over and the points are tallied.

If the draw pile is depleted, reshuffle the discard pile and continue play.

### **Special cards can be played as the last card.**

If a Draw 2 or Draw 4 card is played as the last card, the next player should pick up these cards.

# UNO CARDS



## QUESTION

Allowed on: number or colour

Scoring: value on card



## REVERSE

Reverses the direction of play.

Allowed on: colour or symbol

Scoring: 20 points



## WILD CARD

Player who plays this card can choose the colour for the next player.

Playable on all cards.

Scoring: 50 points



## DRAW 2

Next player draws 2 cards

Allowed on: colour or symbol

Scoring: 20 points



## SKIP

Next player misses a turn.

Allowed on: colour or symbol

Scoring: 20 points



## DRAW 4

Player chooses the colour for the next player. Next player also picks up 4 cards. They then play a card that colour.

Playable on all cards.

Scoring: 50 points

At the end of each round, point values for the remaining cards in each players hand should be tallied up. The player who got rid of all their cards wins these points. Keep a note of scores at the end of each round. The first player to reach 500 points is the winner.