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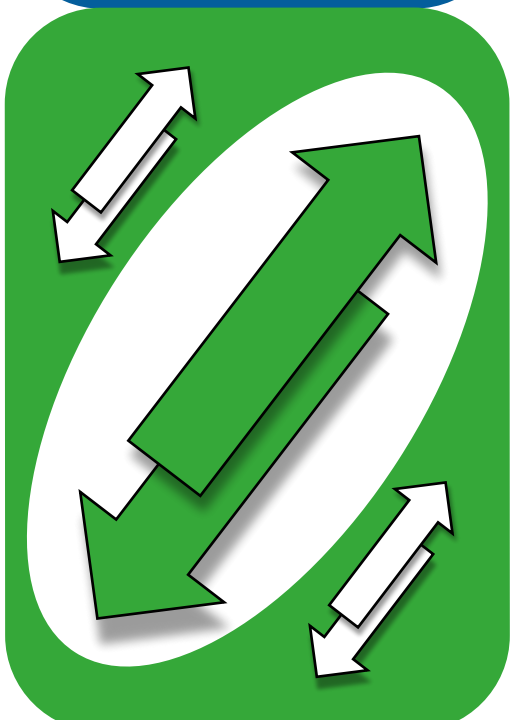
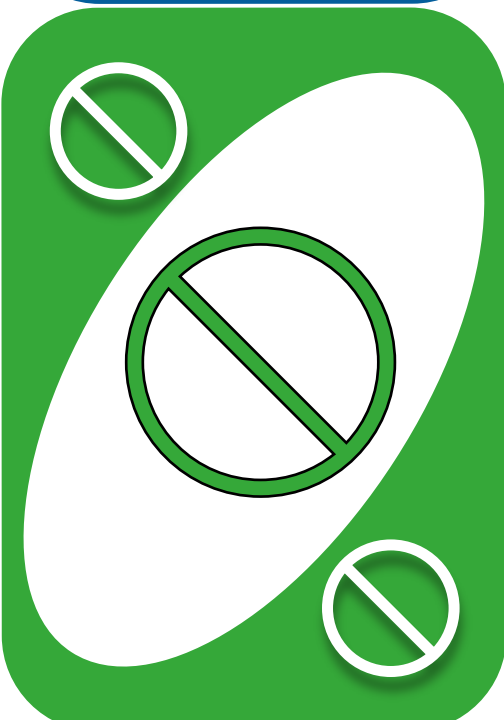
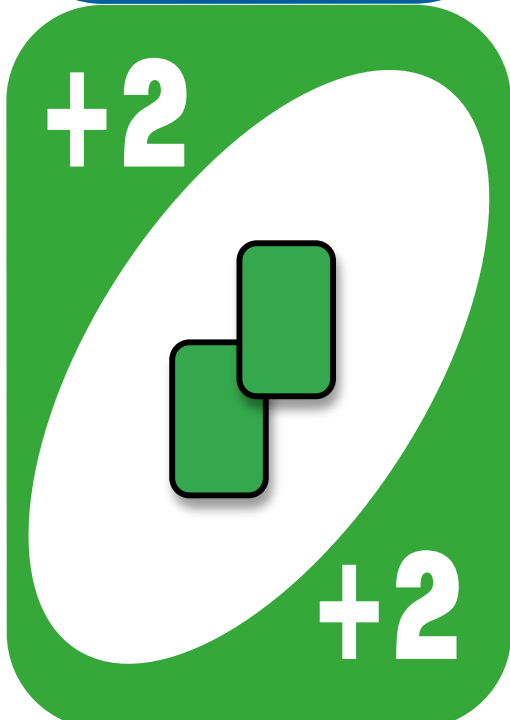
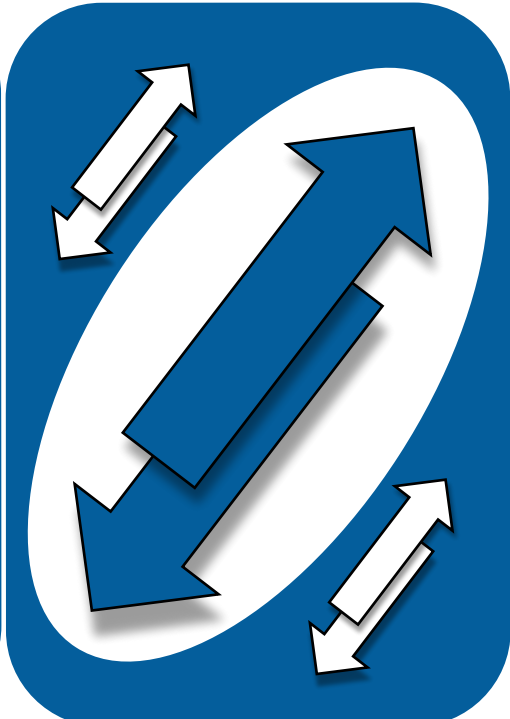
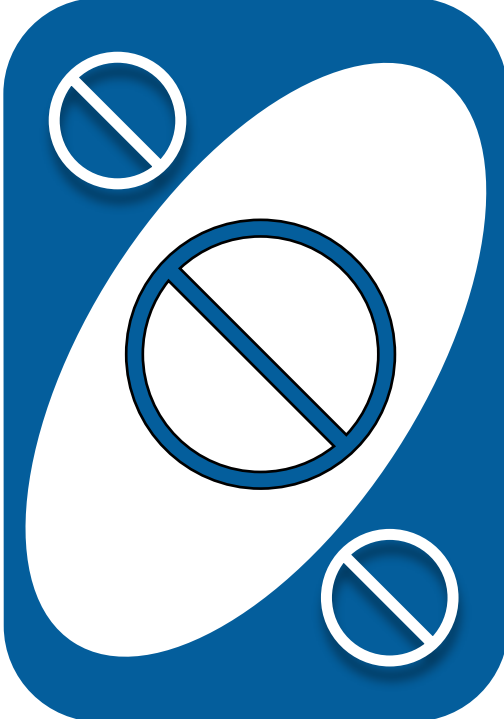
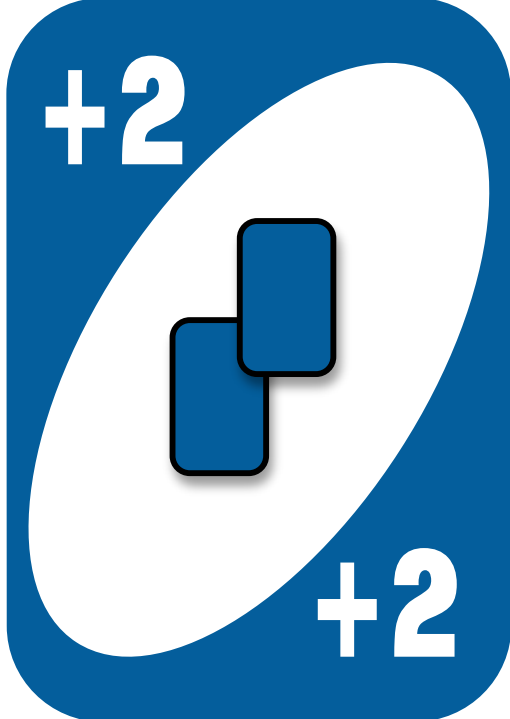
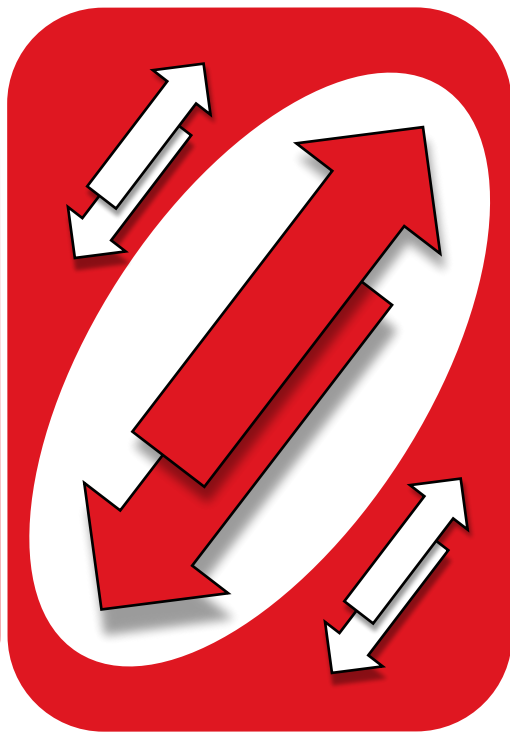
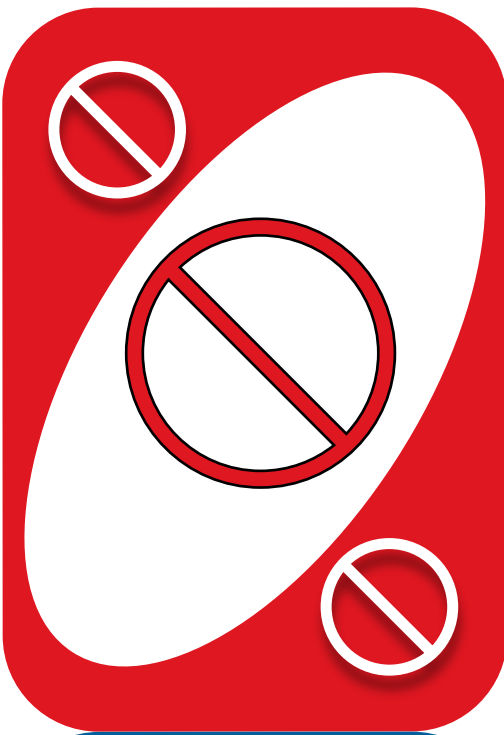
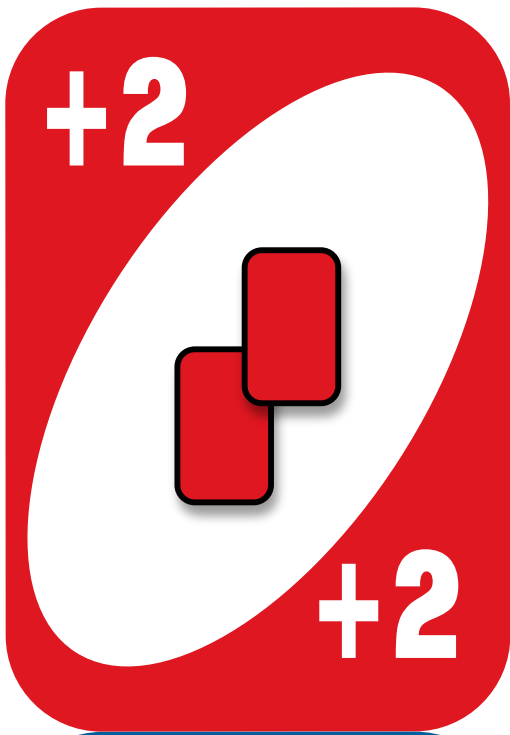


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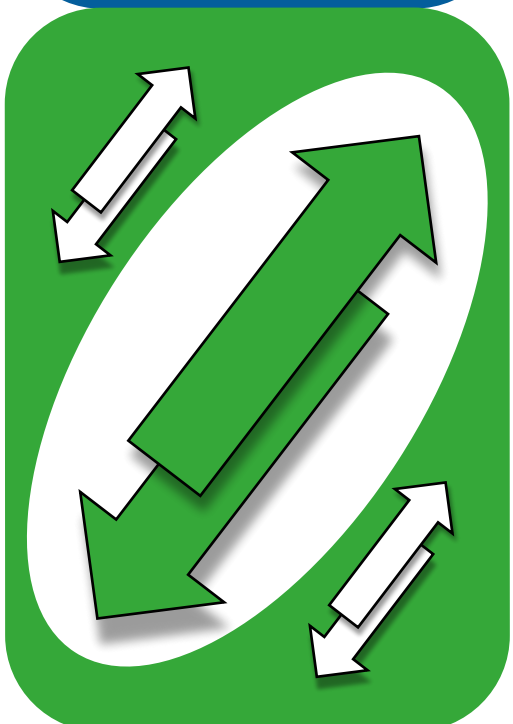
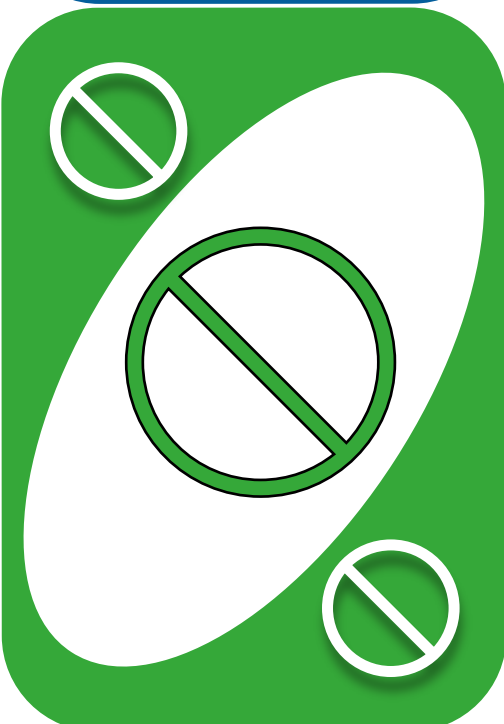
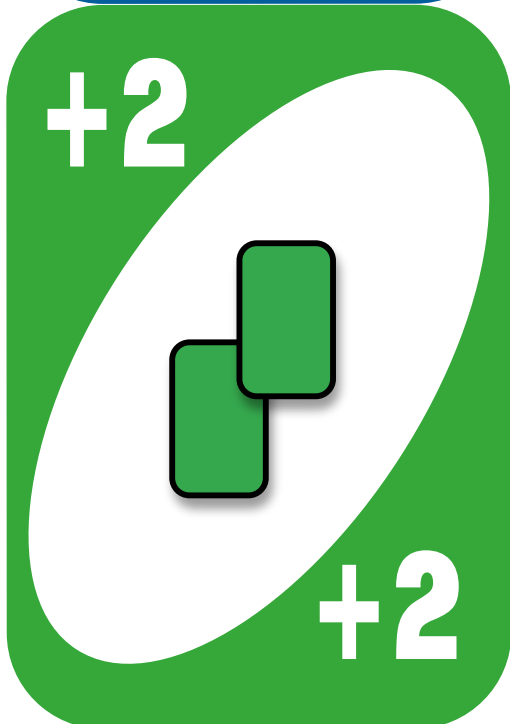
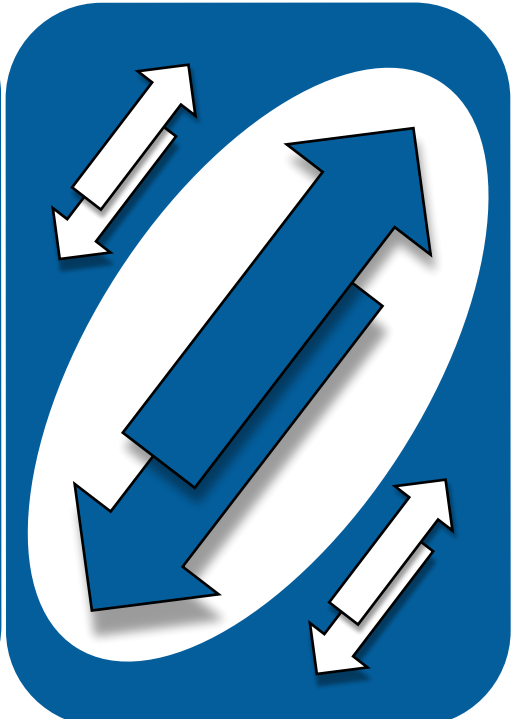
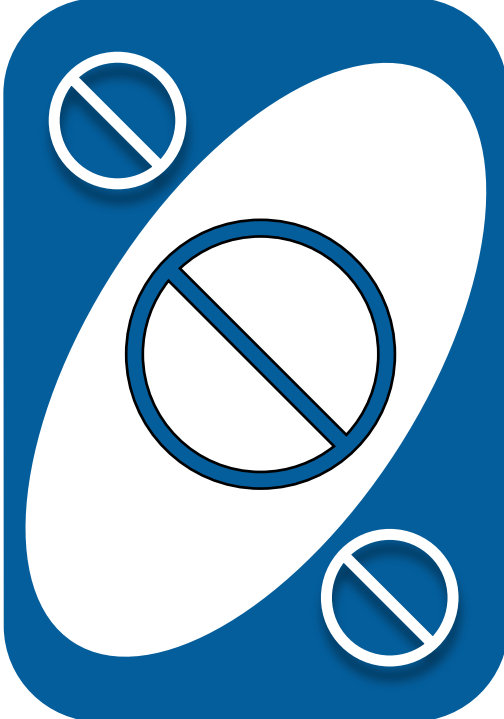
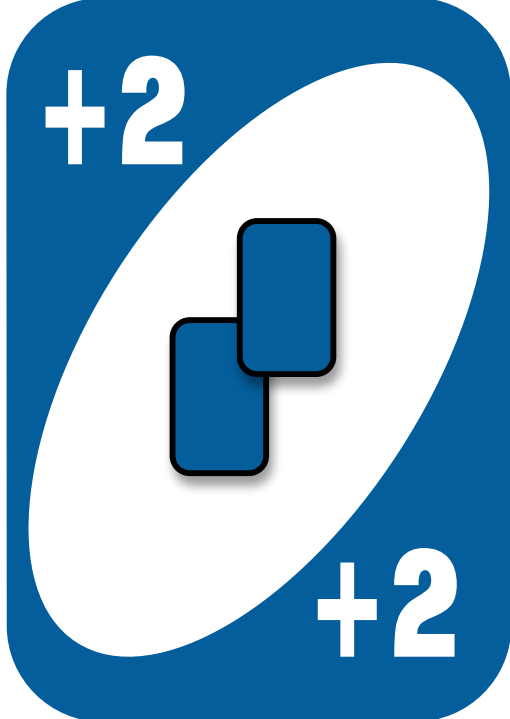
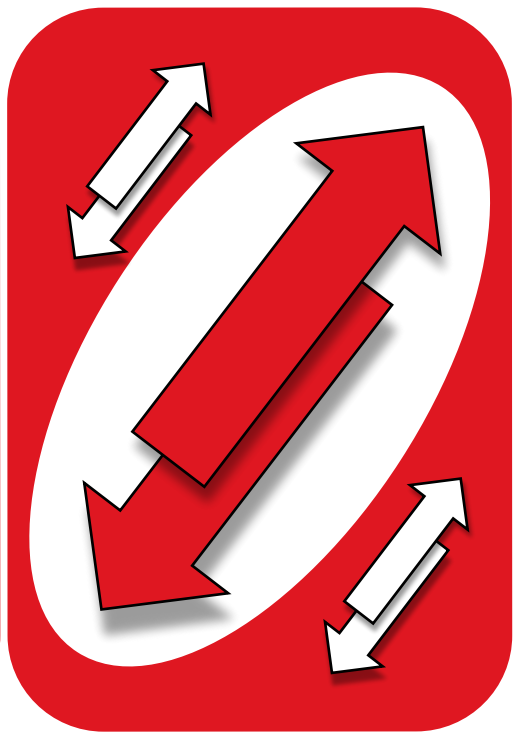
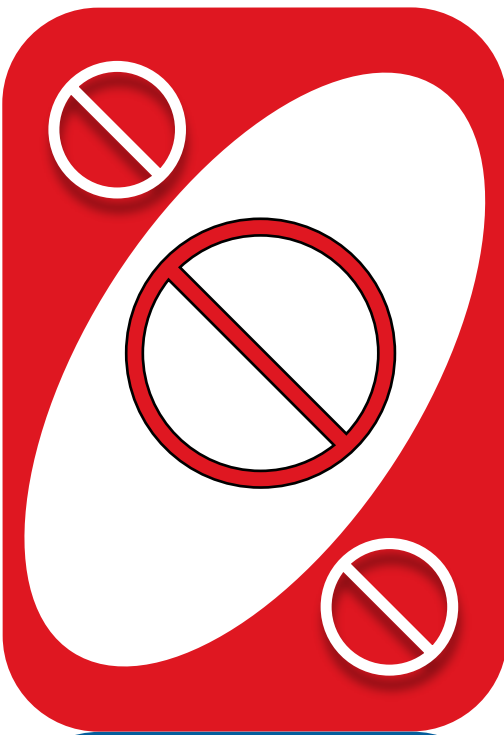
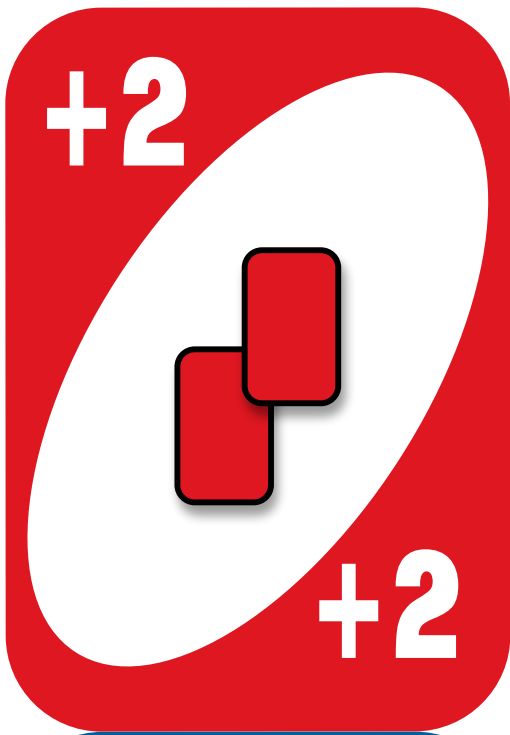


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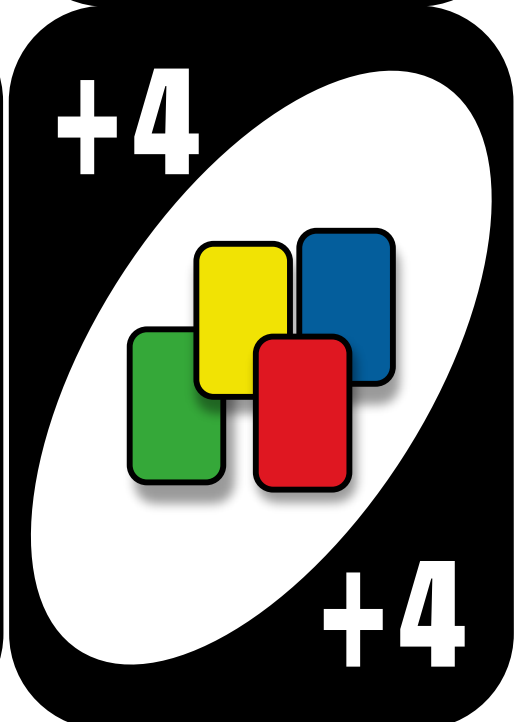
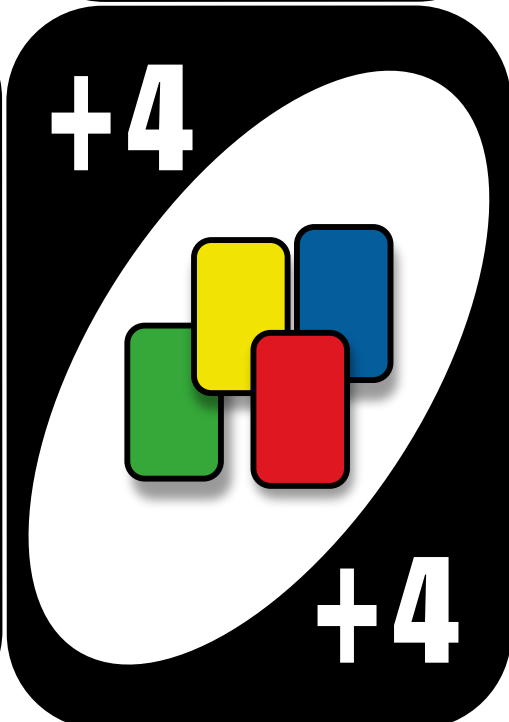
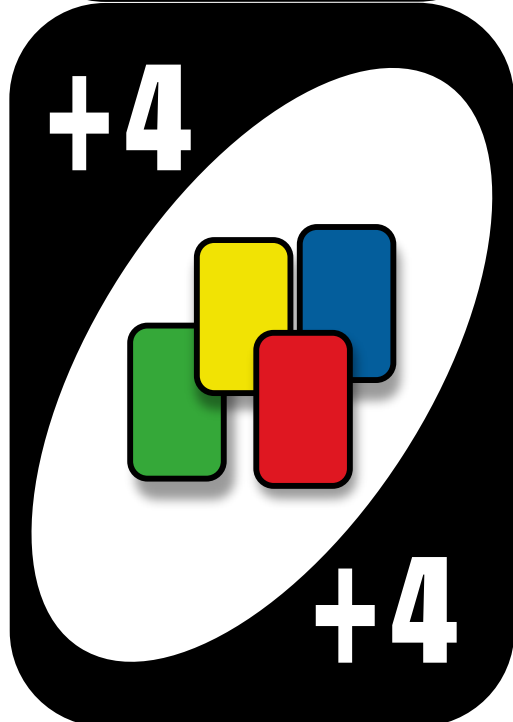
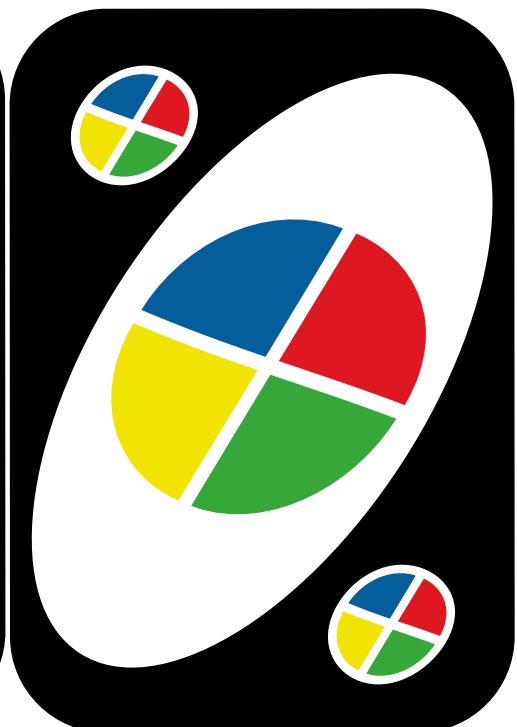
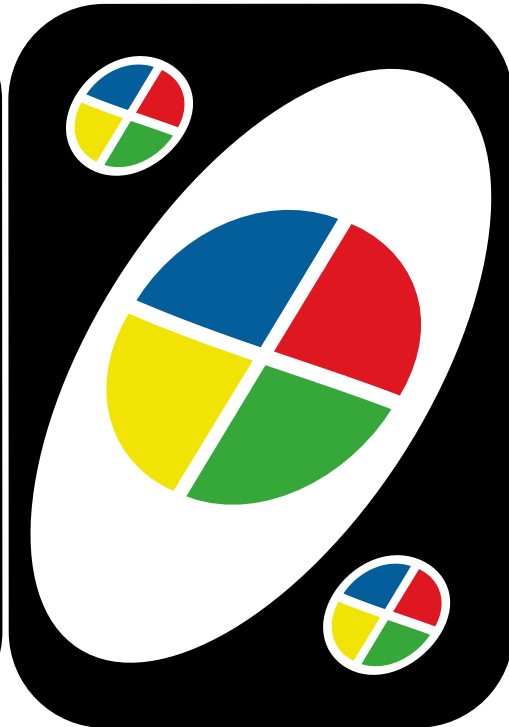
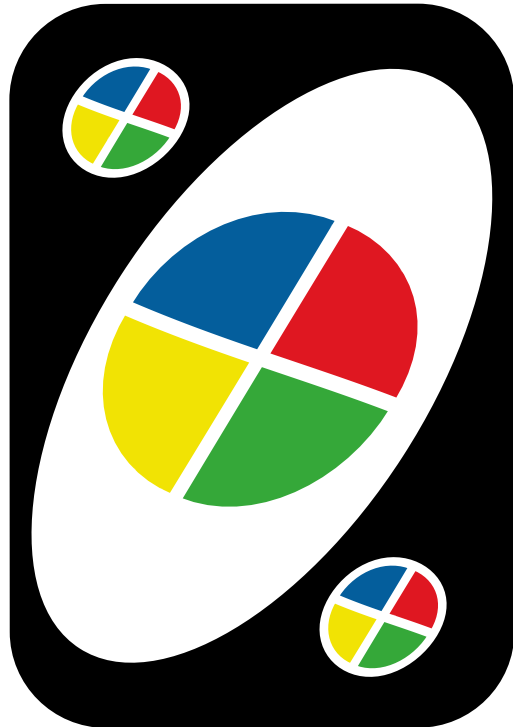
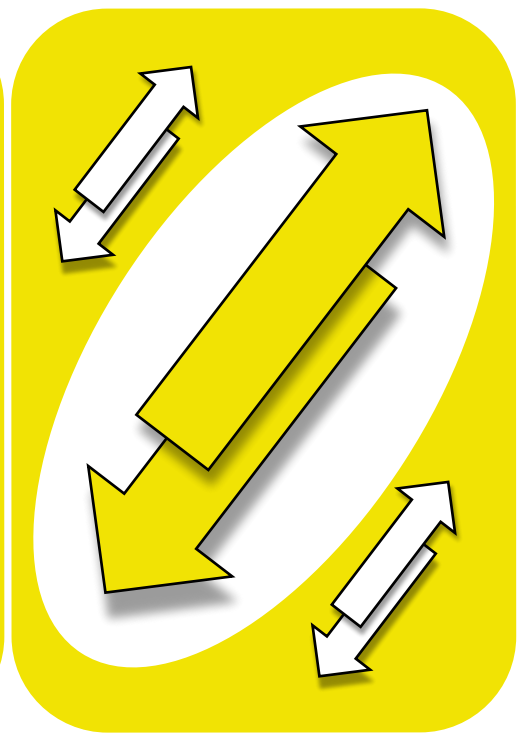
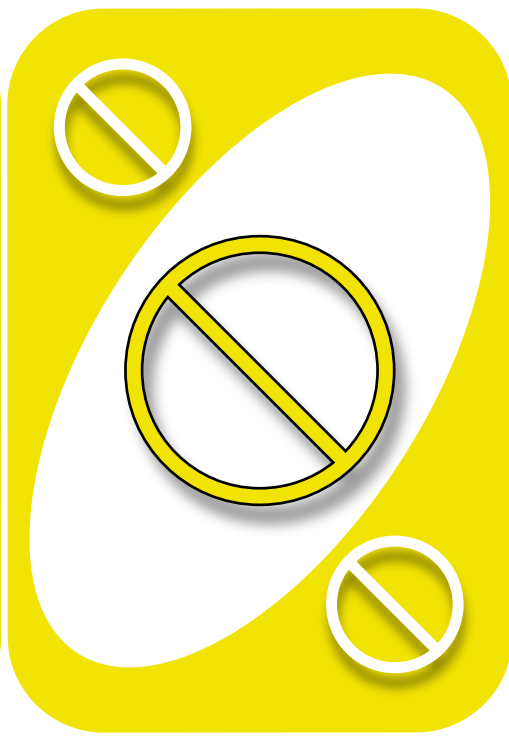
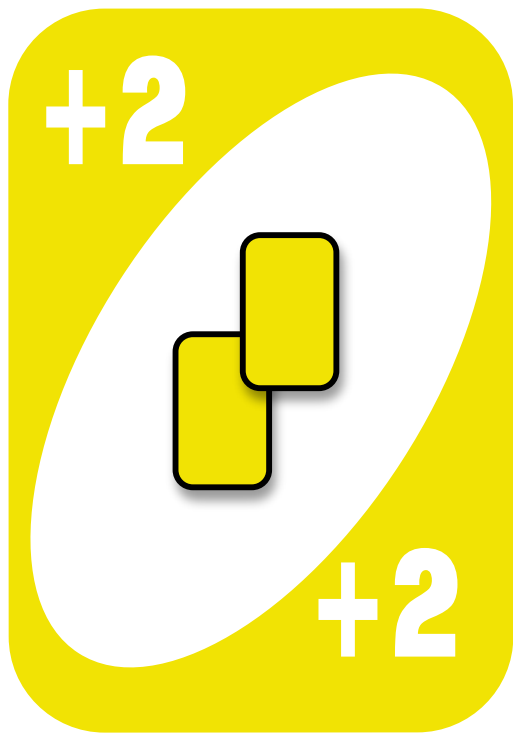


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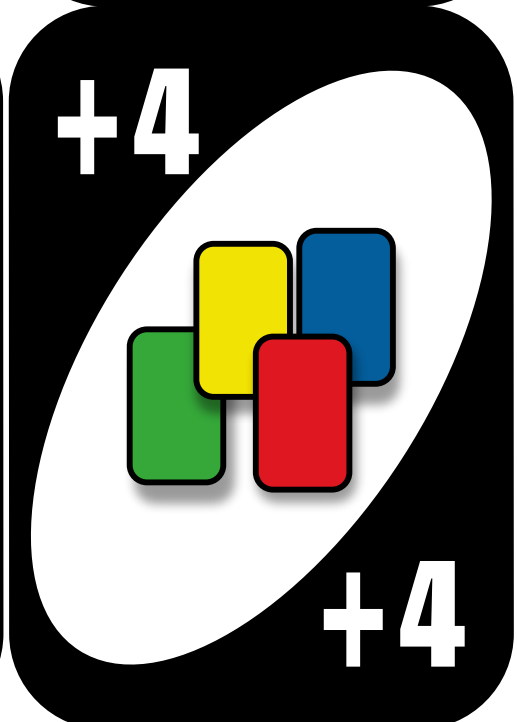
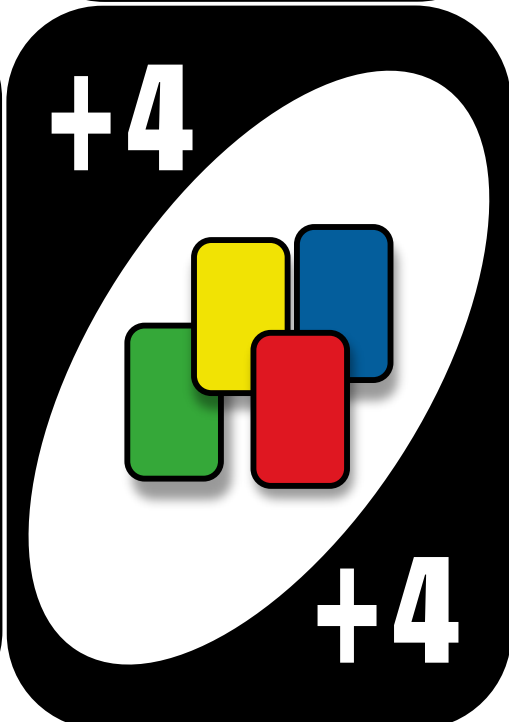
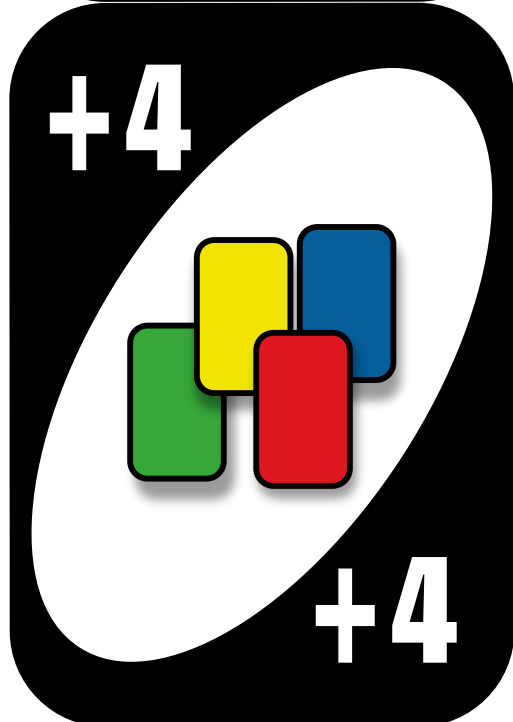
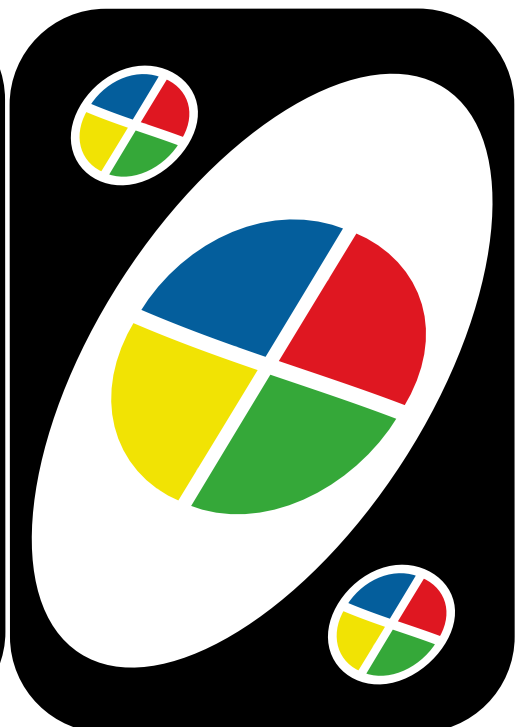
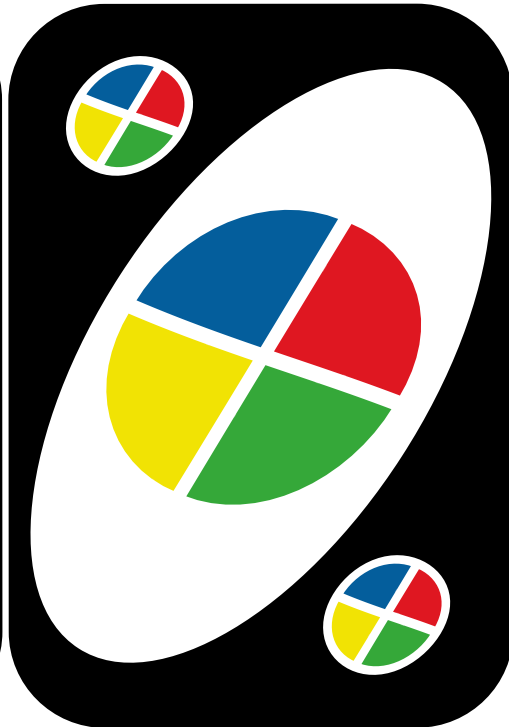
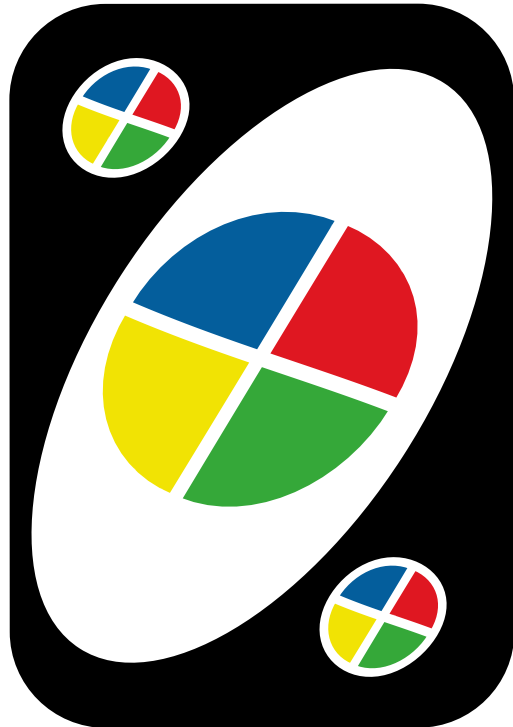
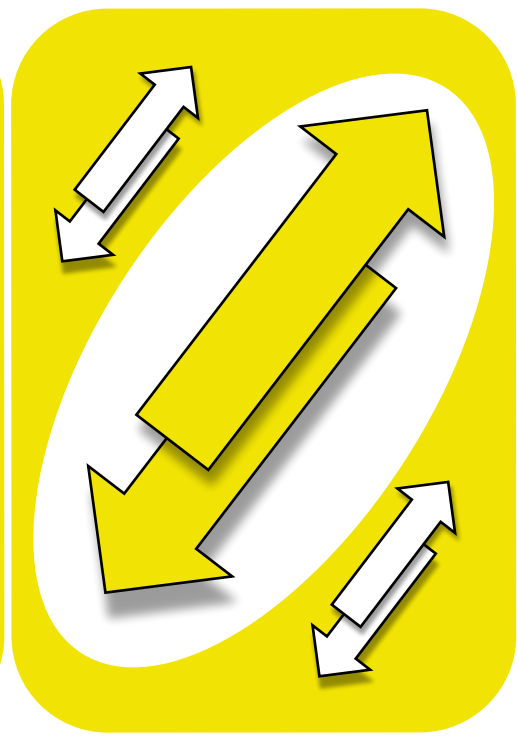
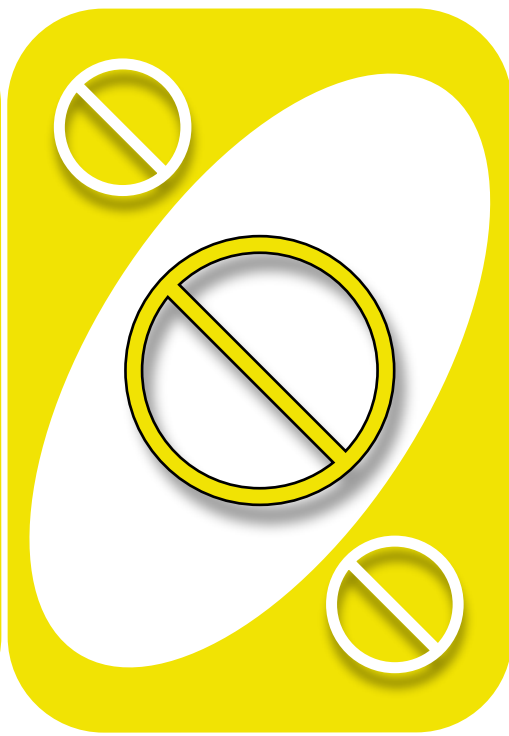
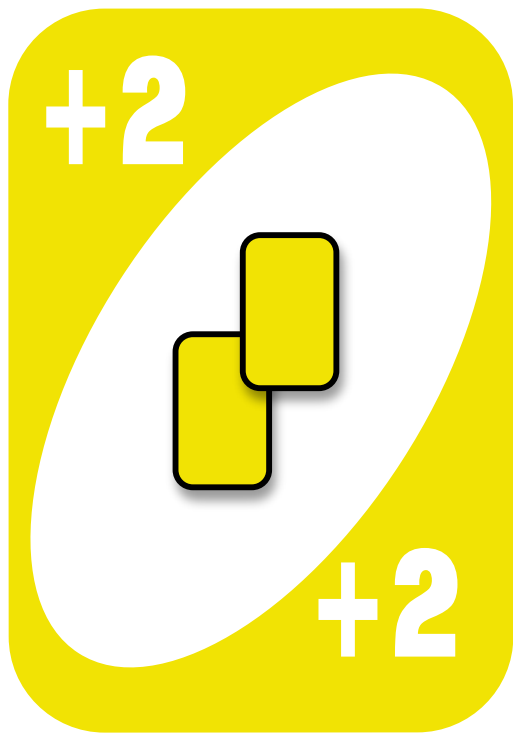


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1

State the CAD command used to join parts together.

1

1

Name an input device used to create digital versions of manual drawings.

1

2

Which type of plan shows the arrangements of rooms?

2

2

State a benefit of a CAD model over a scale built model.

2

3

Explain why it is important to adhere to British Standards when creating drawings.

3

3

Explain how a tint is made.

3

4

Explain how a shade is made.

4

4

Explain how a secondary colour is made.

4

5

When dimensioning, where should the number be placed?

5

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5

*Which DTP feature is this?
'The first letter of a paragraph
that is enlarged'.*

5

6

*Which CAD command would
turn a rectangle into a
cylinder.*

6

6

*Explain what is meant by the
scale 1:2 on a drawing.*

6

7

Name three tertiary colours.

7

7

*State the term used to describe
how strong or weak a colour
is.*

7

8

*State a suitable scale for a site
plan.*

8

8

*State the DTP feature that
allows text to follow the
outline of a shape /
image.*

8

9

*State which type of projection
is used for orthographic
drawings in Britain.*

9

9

*State one advantage of using
symbols in graphic
communication.*

9

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1

Name the type of pictorial which is drawn at 45°.

1

1

State the other name given to warm colours.

1

2

State the type of drawing where you would find an elevation.

2

2

Explain what the DTP term 'reverse' means.

2

3

State a suitable scale for a floor plan.

3

3

State an advantage of using CAD instead of manual drawing methods.

3

4

State the name of the design element when text follows a line.

4

4

State an advantage to a graphic designer of remote working.

4

5

What design principle is created by overlapping images.

5

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5

What is it called when the image extends beyond the printable area of the page.

5

6

Explain how 'snap to grid' assists the graphic designer.

6

6

Describe a benefit of using the CAD command 'mirror'.

6

7

State one way a CAD library can assist the design process.

7

7

Describe how hatching can be varied to aid the identification of different parts in a sectional drawing.

7

8

State one way to create dominance in a layout.

8

8

Which DTP feature is this? 'A brief description under a photograph'.

8

9

State what type of orthographic drawings would include dimensions.

9

9

What design principle is created by repeating colours throughout a layout.

9

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1

Name a colour that contrasts with yellow.

1

1

State one piece of information that should be included in a title block.

1

2

State the DTP tool used to remove the background of an image.

2

2

Explain the benefit of a pictorial drawing over an orthographic drawing.

2

3

Explain how a tertiary colour is created.

3

3

State the term used to describe colours that are near each other on the colour wheel.

3

4

Which CAD command adds a radius to a sharp corner?

4

4

State which graph or chart would be used to show percentages.

4

5

Explain what is meant by the scale 2:1 on a drawing.

5

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5

State one component or feature which is not usually hatched in a sectional drawing.

5

6

State an environmental benefit of using a web page instead of posters for promotional purposes.

6

6

State the other name given to cool colours.

6

7

State a disadvantage of using CAD over manual drawing methods.

7

7

What design principle is created by repeating fonts throughout a layout?

7

8

State two factors which affect the scale of a drawing.

8

8

State the purpose of an exploded isometric drawing.

8

9

State the term used to describe colours which are opposite each other on the colour wheel.

9

9

Which type of plan shows the location of the proposed building in its surroundings.

9

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1

State a suitable scale for a location plan.

1

1

Name the type of pictorial drawn at 30°.

1

2

Which type of plan shows the boundary and outline of the new building?

2

2

What design principle is created by using a drop shadow?

2

3

Describe the difference between an assembly drawing and a component drawing.

3

3

State which type of graph or chart would be used to show trends over time.

3

4

State which type of graph or chart would be used to compare data.

4

4

What design principle is created by placing a flash bar behind an image.

4

5

Explain why dimensions are usually added to component drawings and not assembly drawings.

5

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5

State where on an orthographic drawing, the information 'all sizes in mm' would be found.

5

6

Where would you see the term 'A/C' on a drawing?

6

6

Which CAD command would turn a circle into a cylinder.

6

7

Which DTP feature is being described? 'The narrow space between columns of text'.

7

7

State the purpose of a sectional drawing.

7

8

Name the three Ps.

8

8

Explain one way the graphic designer can reduce the impact on the environment when printing.

8

9

Explain an advantage of a 3D CAD illustration.

9

9

State the meaning of the term A/F.

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

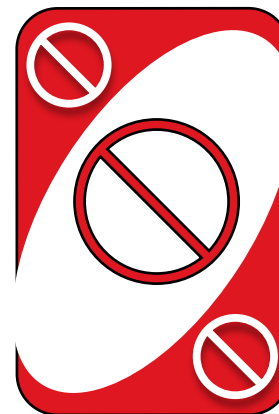


DRAW 2

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.